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Pic of the Month Alien Hunter

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JUMPER – Frogger clone
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FULL INSTRUCTIONS ON PAGE 17

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- MUSIC: Oxxi go for sampler supremacy

10 unique pages of incredibly useful hints, tips and advice
Workbench p181
Gamebusters p101

Enough
Cool Hand
under th

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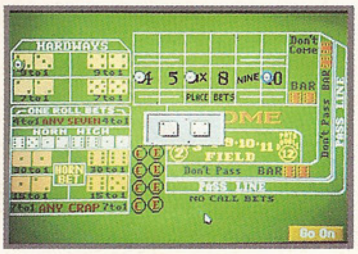
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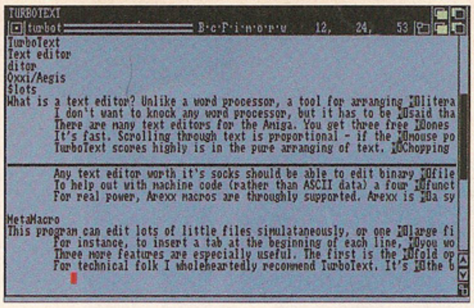
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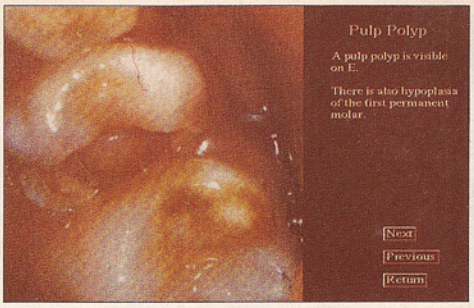
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C'mon, get serious!
16 pages of reviews covering 'serious' hardware and software, including...

Looking after your hard drive
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Big power for the Amiga 500
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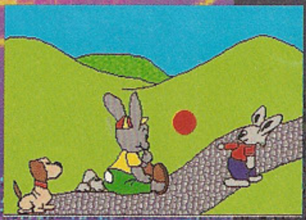
The best sound sampler ever?
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A rival for Deluxe Paint?
Fresh in from the States is The Graphics Workshop, a new 64-colour paint package that could prove a serious rival for DPaint. Can it succeed? Page 134



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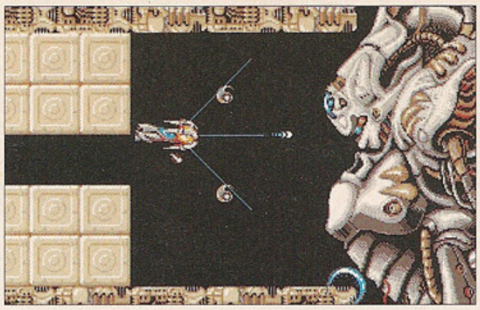
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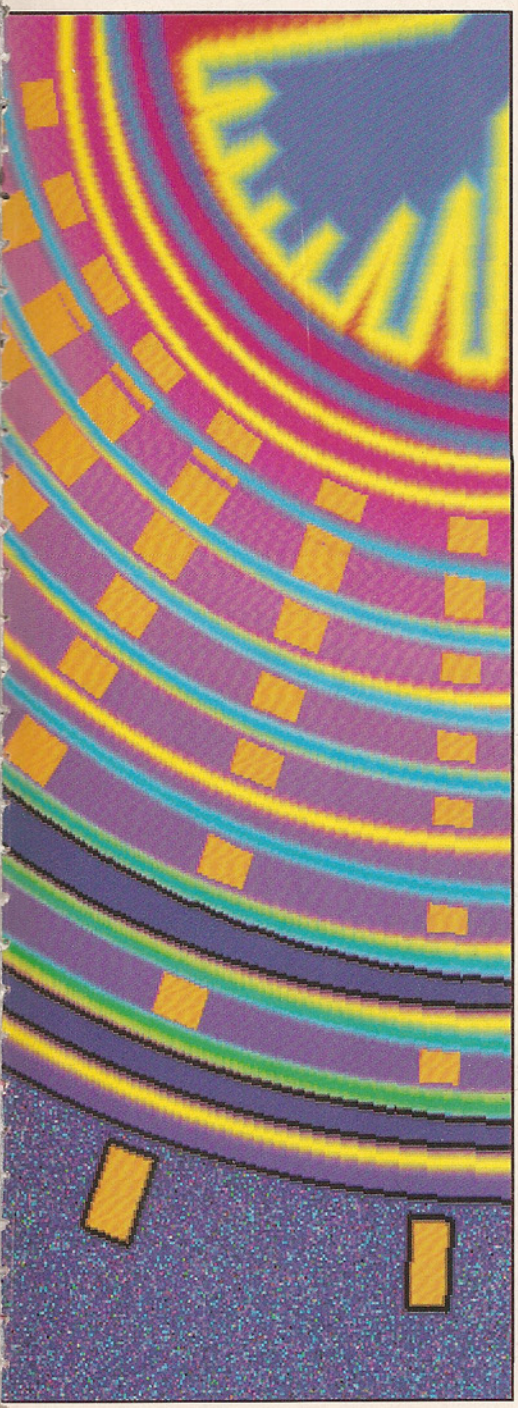
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LAST HOPE
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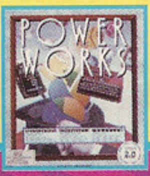
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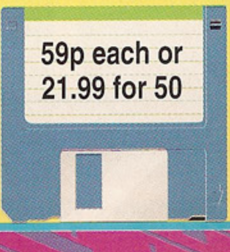




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DeluxePaint 4 is here!

The biggest release of the last two years brings HAM animation

As far as Amiga art packages are concerned, Electronic Arts have pretty much set the standard with their *DeluxePaint* series. *DPaint 3* has become the absolute favourite paint program for the majority of Amiga users, being used in almost every situation ... except one.

The main problem with *DPaint 3*, despite its powerful painting functions and superb animation system, is that the program doesn't support HAM images. Well now the breakthrough that Amiga artists everywhere have been waiting for has arrived in the shape of ***DeluxePaint 4***.

All the functions that made version 3 such a success have been retained, along with a few rather nifty additions. The first, and possibly most important, change is the inclusion of a HAM mode. *DPaint 4* is pretty much a ground-breaker in this sense, since it is the only HAM paint package so far that also allows you to draw in any of the other modes.

As well as retaining the powerful and easy-to-use animation process of its predecessor, *DPaint 4* also has a few new methods of making animations. One useful addition is a 'Light Table' function, which allows you to view previous frames underneath the one you are currently working on, allowing you to see how to move an object. An 'inbetweening' system is also available, which automatically creates an Animbrush that metamorphosises between two brush shapes.

A whole host of new colour options have been included to make full use of the new HAM mode. The RGB sliders are still there, but the hue, saturation and valence controls have been replaced by a Quantel-like mixing palette, so you can blend any two colours and place them directly in the palette.

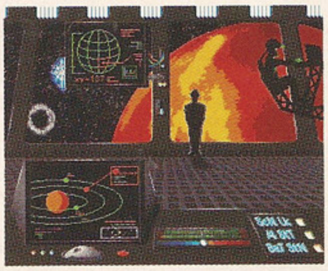
Ranges are now independent of the main palette, giving you more freedom to create smooth gradient fills. Fills are also easier due to the addition of five new types of fill. By setting a range, clicking on a fill type and dragging out a line you can create lined, shaped, circle, concentric and high-contrast fills in any direction. All smoothly shaded.

The new version of the program is due for release at the end of September priced at £89.99, but *DeluxePaint 1, 2* and *3* users can obtain an update direct from Electronic Arts at £65, £55 and £45 respectively.

If you want to find out how good the new system really is, then you'll have to get hold of the next issue of *Amiga Format*. We will be giving the product a full review and including a fully-usable demo on the Coverdisk. Well worth looking out for.

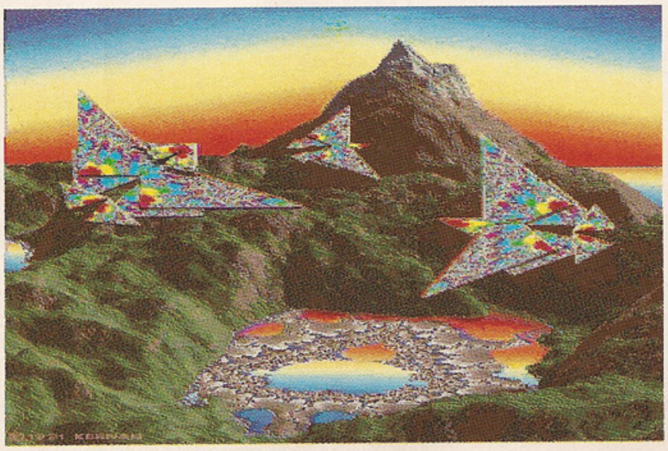
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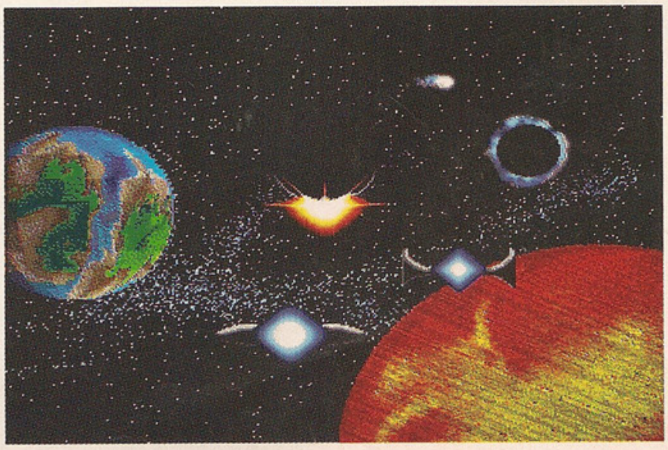




READ ALL ABOUT IT, USE IT YOURSELF!

Next month, *Amiga Format* will not only carry an exclusive review of the most exciting software release of the last two years: you will also be able to use the program yourself! On the Coverdisk will be a useable demo of this exciting HAM paint program: basically, more or less the complete thing, minus a few options such as Save. Look out for it at a newsagent near you from August 11.





CDTV faces the hard questions

The competition arrives, CD-based photo albums cause a stir





The main rival for Commodore's CDTV (the new Amiga-plus compact disc drive multimedia machine – see Issue 24 for full details), is all set to be launched in the UK. CDI, developed by three leading electronics firms, over a period of years at enormous expense, and due to appear under the Philips name, is actually very similar to CDTV in concept and function, but it has definite technical advantages over the CDTV.

A CDI player looks very similar to a video and has TV and hi-fi connections, but it has a drawer load for CDs and will also take 5-inch CDs. Its real advantage is in graphics, where custom design gives it an edge over the CDTV's Amiga-inherited limitations. It is expected to cost about £750 for the base machine.

Inevitably, the key to whether the machine becomes popular will be the quality of the software available. People will only know what a multimedia player does when they see it doing it. CDI developers are pouring money into quality products and those who have seen such titles like the CDI Sesame Street have reported excellent results.

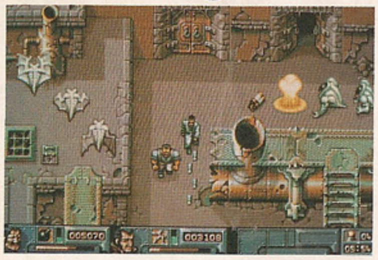
But Commodore's UK press man, Andrew Ball, reflects the Commodore view that they have the advantage: "CDTV is already available in this country – a year ahead of CDI – and we're building up a very healthy software base. By the time CDI gets to Europe, CDTV will have had a good year's drop on it, a lead which should not be underestimated. By the end of next year, we intend to have at least 150 titles up and running for the CDTV."

Meanwhile, the possible future development of CDTV to make up the technical gap with CDI is already under consideration. We already know that CDTV is expected to be upgraded when a full-motion video standard becomes available. Now Commodore has announced that CDTV will be compatible with Kodak's latest innovation, Photo CD, which will allow people to pop down and have their snaps transferred to compact disc at a cost of about a tenner for 24 frames.

Unfortunately, Kodak seems to know nothing about CDTV compatibility for their system, with a spokesman saying he was "amazed at what they are saying". Then again, a key to success for Kodak will be making their system widely available, so there's no reason to think it won't happen. As Commodore UK's boss Steve Franklin comments: "CDTV is bringing the world of multimedia to consumers and compatiblity with Photo CD will be a vital component."

The problem currently is that CDTV cannot handle any more than 4,096 colours, which is not enough for a photo-realistic display. This again suggests that CDTV will undergo revisions to keep it up with the latest requirements of the consumer. How soon till CDTV2?

Bitmaps fight The Chaos Engine



The infamous Bitmap Brothers is currently starting work on another epic production, *The Chaos Engine,* an arcade adventure set in Victorian England "after a massive global catastrophe". The Engine of the title is a huge and mysterious mechanical computer which, in the way of these things, appears to have run out of control. You control a party of characters who must destroy the deranged device, activating 'power nodes' along the way to gain access to later levels of dark forests and sprawling industrial workshops. Where's the Bitmap touch? Well, not only can you vary your party of characters to bring certain qualities to the fore, you must also face a horde of weird monsters spawned by the power of The Engine. The development process will take a while on this one and release is expected in November.

Renegade: C1, Metropolitan Wharf, Wapping Wall, London

CINEMAWARE SURVIVES

If you'd heard rumours that Cinemaware had financial problems, then you'd be right. If, on the other hand, you thought you might never see another Cinemaware game, you'd be wrong. Mirrorsoft has announced that it is to continue with the Cinemaware label in their own right, while the team responsible for Cinemaware games will continue to produce them under a different company name, Acme Interactive. Hurrah! Expect to see the latest class productions *Rollerbabes, TV Sports Boxing* and *TV Sports Baseball* soon.

Mirrorsoft 071-928 1454

The smallest hard drive ever?

An internal hard drive might seem like a completely ludicrous idea, but ICD's new Novia 20i is, you have to admit, an incredible piece of miniaturisation. The price of such tiny technology is inevitably high, at around £400, but the potential of an Amiga 500 with a 20MB internal hard drive is enormous: it's possibly the most powerful compact system you could imagine. It even includes support for the A-Max 2 Macintosh emulator. We're not quite sure who's distributing it over here, but more details very soon.

ICD 0101 815 968 2228

The fastest accelerator ever?

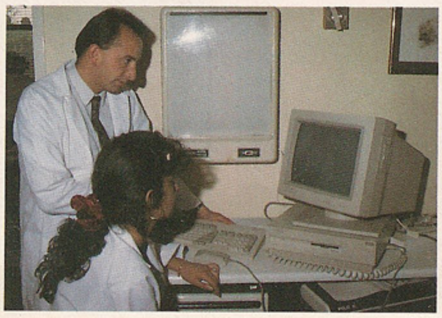
Power Computing has just announced that they will be importing the Amiga's first ever 68040 accelerator card from Germany. Manufactured by ACD, the card uses the Motorola 68040 chip which combines a 68882 maths co-processor to give a running speed of 18-25 million instructions per second, up to five times faster than a 25MHz A3000, even though the actual clock speed is no faster. Including up to 32MB of on-board 32-bit RAM, this is probably the ultimate tool for ray-tracing and similar intensive uses. Expect a price to match.

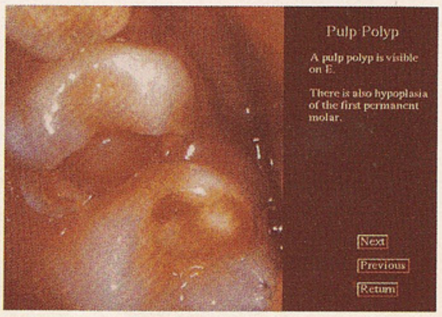
Power Computing 0234 843388

Amiga helps tooth-pullers

The Amiga's latest escapade in the real world is at the King's College Dental Hospital, where a system to train dentists in all the techniques they need has been put together and will be used entirely on an Amiga 3000.

The interactive presentation was put together using *Can Do!*, the latest version of which is reviewed on Page 138 of this very issue. Pictures of teeth being operated on in all their gory detail were scanned in using Sharp JX-100 and JX-300 scanners (see our DTP feature on Page 27) and *The Art Department* and *DeluxePaint III* were used to create animations and manipulate the images.





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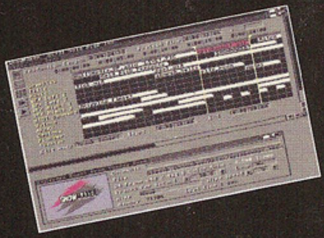
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Professional Page 2.0

the best gets better

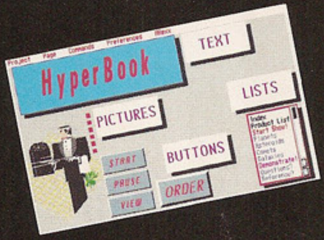
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the complete desktop video solution

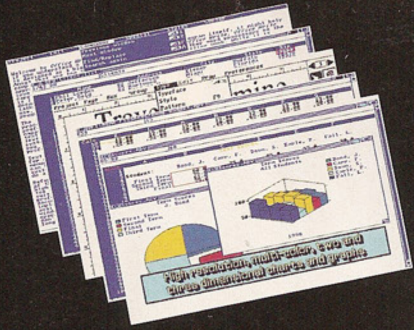
ShowMaker makes it easy to create exciting video productions right on the desktop. Whether you simply need to sequence animations, or you need to control full motion video with Toaster effects and MIDI, ShowMaker can make you a professional. And it's compatible with the PAL broadcast standard. "For independent producers, ShowMaker is a big step forward." - Television Broadcast magazine 7/90.



HyperBook

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HyperBook is the ultimate Amiga tool for quickly and easily managing information and creating interactive presentations. Simply by pointing and clicking you can create applications like personalized appointment calenders, business presentations with interactive charts and graphs, and free-form educational teaching "books". "Value: Excellent. Nothing else on the market comes close." - Amiga Format 4/91.



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Gold Disk Office is everything you need to succeed in business or set up a great home office: Powerful Spreadsheet, Graphing program, Database, Word Processor with English Spell Checker, and Desktop Publishing program. All the programs in Gold Disk Office are designed to work together and take full advantage of the Amiga's powerful multitasking. "...A package of five separate and powerful business programs that are as easy to use as they are to buy." - Amiga World 2/91.

These are just four of a complete and growing line of professional grade software from Gold Disk. Also look for The Advantage spreadsheet, MediaShow presentation package, PageSetter home publisher, TransWrite high performance word processor, Gold Disk Type outline fonts, and others.

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GOLD DISK

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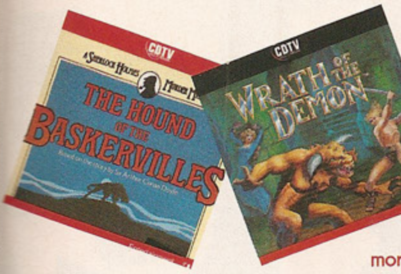
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More games hit CDTV



The latest titles to be completed for CDTV are another On-Line adventure, *The Hound of the Baskervilles,* and Readysoft's *Wrath of the Demon. The Hound* is a step forwards for On-Line's clever authoring system, an adventure based on Conan-Doyle's most famous Sherlock Holmes story, while *Wrath* is a graphically exciting arcade adventure in a much more traditional computer game mould.
CDTV Publishing 0628 770088

Amiga Robotics arrives at last

Since Issue 18, we've been making the case that the Amiga is ideal to control small-scale robotic models but it's never yet been done. Now, Think Limited has come up with an Amiga-driven scale replica of real industrial robots, intended for educational use. The Amiga launch follows a survey which revealed an Amiga-based system would be more popular than any other computer.

The Alfred Arm is a fully-articulated production-line robot arm, but is only two-feet high. The arm is controlled from the screen of the Amiga, enabling direct control or a teaching process whereby a simple program is constructed to make the arm do a particular task. The basic system costs £360 for educational buyers, though others can also have it for a mere £40 more.
Think Limited 021-384 4168

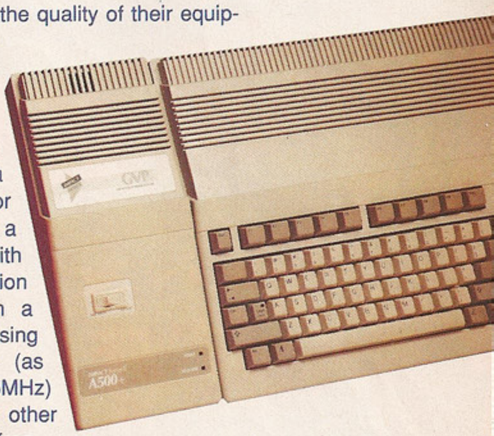
Serious video tools get cheaper

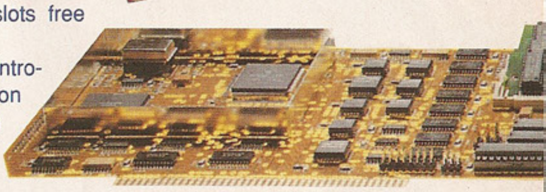
Previously, the only piece of software available to record animations and the like to video frame by frame was Simpatica, an excellent but expensive system, aimed purely at the professional and costing around £1000 (see review, Amiga Format ?). Now Syntronix have announced a new system called Editman which will cost a darn sight less at £499 plus VAT. What's more, it's available for a limited period at only £325.

Editman will control a domestic VCR at single-frame accuracy, as well as providing audio dubbing and allowing the manipulation of IFF graphics. Other extensions to the system include a computer recording interface at £249, which minimalises the loss of quality when you record computer stuff to video from a composite output. Syntronix claims results are better than with a genlock. Finally, there's an RGB digitising system (£199.95) with a real-time version available. We'll take a look at the whole system very soon.
Syntronix 0332 298422

The hardest hard card ever?

Great Valley Products, one of America's most respected hardware manufacturers and known for the quality of their equipment, has released a new hard card that takes the Amiga to outrageous levels of power. Described as "the ultimate all-in-one Amiga 2000 add-on", it features a 68030 accelerated processor with up to 16MB of RAM and a SCSI hard drive controller. With the board at max expansion potential, it outclasses even a fully-expanded Amiga 3000, using a faster 33MHz processor (as opposed to the A3000's 25MHz) and therefore leaves all the other five Amiga expansion slots free for other uses.



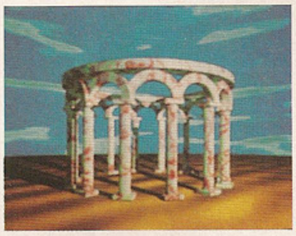


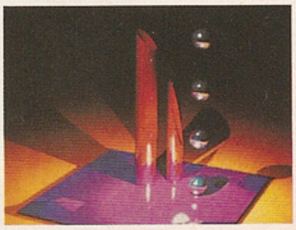
GVP have also introduced a Series II version of their world-beating Impact add-on hard drive for the Amiga 500, with a renewed VLSI technology at the heart of the beast reflecting the advances in GVP's Amiga 2000 cards. Incidentally, GVP has pulled out of their exclusive UK distribution deal with Power Computing, but we will bring you full details of UK distribution, and pricing, next issue when we review the new GVP hardware.
GVP 0101 215 337 8770

The extraordinary HAM-E

As more details emerge about HAM-E, the more extraordinary it begins to seem. HAM-E is a 24-bit system at a very low cost, because it's based on an external manipulation of the display rather than internal trickery common to most 24-bit or 32-bit framebuffer cards. The upshot of all this is 'True Colour' displays featuring up to 20-odd thousand colours per screen from a possible 16-odd million. The first HAM-E boards are, even now, arriving in this country courtesy of UK distributor Checkmate and will cost only £299 for the basic model, a price which seems even lower when you discover that it includes: a full 24-bit paint program that can save images in the new IFF24 standard and an image processing program which is already being widely praised as the best of its kind. All hype? Possibly. Find out in a full review next issue.
Checkmate 071-923 0658







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ARC





The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

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LYNX™

ON THE DISK

MEGALOMANIA
Lead your nation to technological enlightenment and wipe out competing peoples in this innovative playable demo of the forthcoming Imageworks game.

PIC OF THE MONTH
Fantasy continues to dominate, but when the graphics look this good it's not surprising. Check out the winner on P20.

JUMPER
Think you're fast with a joystick? Try this version of *Frogger* – dodge the traffic, leap over the logs, mind the diving turtles and get home. Instructions on P19.

RUNME
Why not have a list of available programs and just click on the name to run it? More on this hard drive utility on P19.

FORTUNE
Bored with Workbench? Want something to make your computer more interesting? Get the fortune-cookie program up and running and contemplate famous quotes with the help of fortune P20

LAST HOPE
Oh dear – you've accidentally deleted a file. Try and fix bad disks with the aid of Last Hope, the file saver and all-round good guy. Read all about it on P20.

CRACKER
Code breaking anyone? Go on, give it a try – you have four attempts to guess the computer's combination. It's not at all easy because the computer chooses from five colours. It's on P20.

TEXTENGINE
Is this the last text editor to appear on the Coverdisk? Never mind, it's the best one I've received for a long time. P20.

BEEB-BASE
Good heavens, a BBC database program Lots of people have asked for some so I'm only too happy to oblige. Read all about it on P19.

GETTING STARTED
If you want to see the playable demo, *MegaLoMania*, then turn on and insert the Coverdisk. If, on the other hand, you want to appreciate the other programs you will need to turn on your machine, insert your Workbench disk and once Workbench has loaded, use it to examine the Coverdisk. Note: to run *BeebBASE* you will need a BBC emulator program.

MAKING A BACK-UP??
Problems?
DISK FAULTY??
Turn to Page 22 NOW and learn how to use your Coverdisk

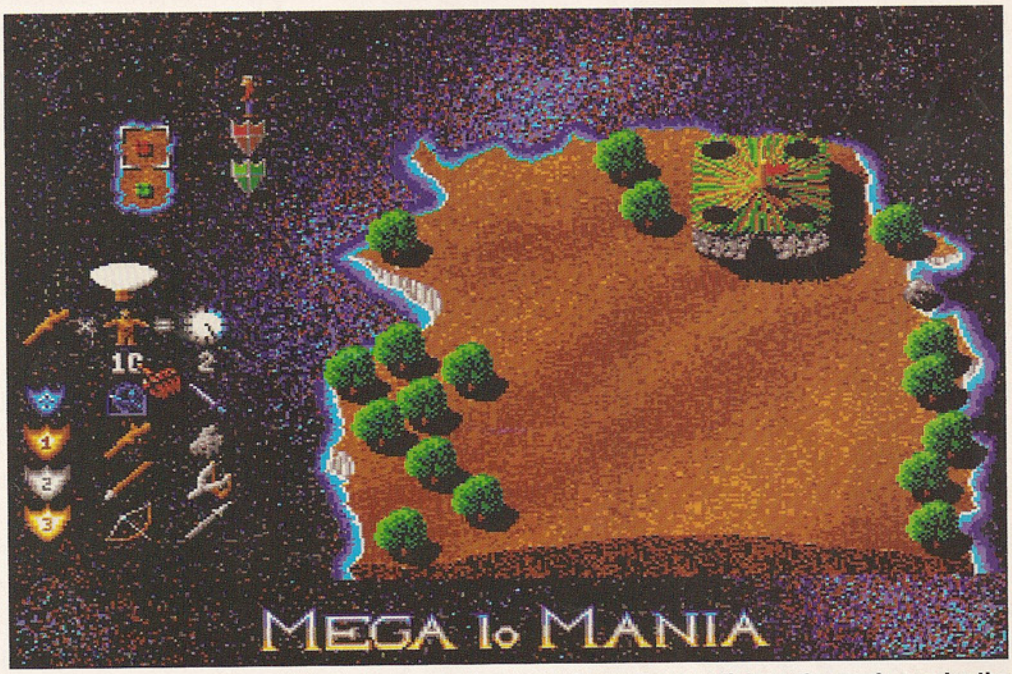
UP TO
£1000
UP FOR GRABS!!!

Think you've got what it takes to write for the *Amiga Format* Coverdisk? Prove what you can do and earn yourself some cash in the process! We're after Workbench hacks, demos, utilities, games... You could earn up to £1000! Turn to P23.

COVER DISK

This month's totally agreeable disk is packed full to the brim with games, utilities and demos, PAT McDONALD is the man who helps you get the most out of your Coverdisk.

MEGALOMANIA
IMAGEWORKS PAL/NTSC



Never stop inventing things! That's the key to the game. Remember to click on the number under the man to increase the number of inventors and reduce development time.

BOX TITLE

Here are the main icons used in the game. They are:

Speed control: Left button to slow down, right to speed up.

Map: Aloha has a very simple map.

Battle icon: Creating armies.

Design icon: Used for inventions.

Structural icon: Toughen your castle.

Defence icon: Position archers on your citadel.



Welcome to the latest god game. *MegaLoMania* has three main elements – designing inventions, building up your nation, and trashing the opposition. The demo on the Coverdisk has only two islands to conquer, but you'll find understanding the different elements quite enough at first.

Assuming you have the game up and running in front of you, here's how to beat the first level. The full game has 28 different islands across 10 time zones, but then again it's much, much bigger than this little demo.

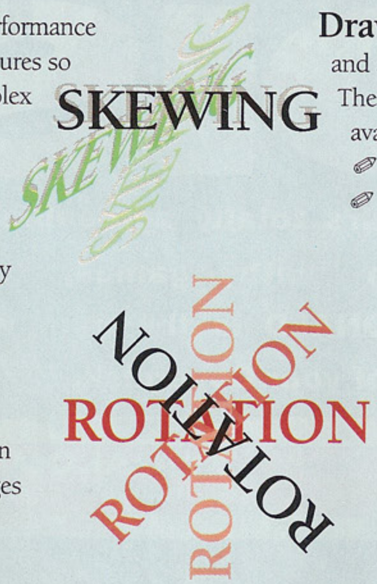
STARTING OFF
The game is played entirely with the mouse – if you have to use the

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MEGA-LO-MANIA

IMAGEWORKS PAL/NTSC

right-hand mouse button rather than the left, it will be indicated in the writing. The first level is Aloha, and is a simple bash between you (the red team) and the yellow team. Click on the top section of the map to start.

You start off with 25 faithful disciples. These people will gradually breed, up to 511 per settlement. It's no good just leaving them to it though – everyone needs a role in life, and you are the demi-god leader so get busy!

First, click on the ideas icon – this looks like a lightbulb. From here, you can organise research into three different areas – from left to right these are castle structure, castle defences and offensive weaponry. It's a good idea to start inventing defences first – just use the humble stick from the middle menu.

This brings up an equation with a picture of one of your people in the middle. Clicking with the right button will add people to the research program, making the design time shorter – this is indicated by the clock to the right of the little man. Add about 10 people to get the best results, and click on the big light bulb to return to the main menu.

To make the research time shorter, you can speed up the game by clicking the right button on the little man at the top of the screen. Notice he changes into a running man. Use the left button to slow down again if you want.

Once the stick has been invented a speech sample will tell you and a new icon will appear on the main menu. It looks like a bowman inside a circle – castle defence! Click on it, then on the stick, and finally on the holes for your starting castle. If an army appears the defenders will wipe out as many as they can – but be prepared to fill up the holes as defenders die too.

Building a better castle

Increasing your castle's structure helps your people fend off attacks. This is achieved in the same way as inventing a stick, but you should click on the left-hand set of shields instead – the higher the number on the shield, the better the increase. Again, you should click on the number of people to assign to the project with the right button, and then go back to the main menu by clicking on the large light bulb.

Very often, increasing the castle defences will mean building a mine. This happens automatically, but be prepared to put people into it – a shovel icon appears on the main menu, and you should use the right button to have people producing raw materials.

Once you have a stronger castle (it changes from a wattle and daub hut to something much beefier) it's time to face the enemy. First, you need to invent a weapon – a catapult should do, but the spear is better if available.

Got a weapon invented then? Click on the 'crossed swords' icon on the main menu, select the weapon (it will have 'OK' underneath, which means that it can be manufactured) and press the right mouse button until either you run out of people or the 'OK' disappears. The latter means that you are running short of materials – it will come back when you have some more.

Once you have an army (about 100 people should do for Aloha) click on the enemy sector on the island map, and you shall hopefully wipe out the yellow team. Hooray! You've won!

The next sector is much more difficult, as you face the blue and yellow teams simultaneously, and the island of Cilla is bigger and more interesting than Aloha. Don't trust anyone who offers you an alliance, and have fun.



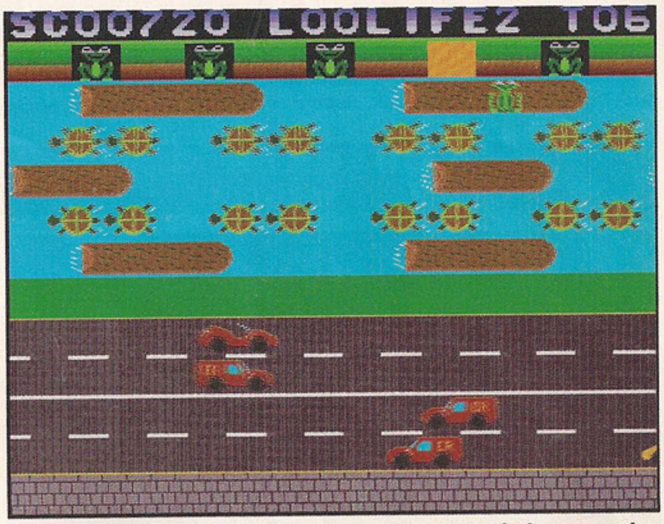
Here comes the yellow army, ready to wipe me out!

JUMPER

J. ROSE PAL/NTSC

Jumper, a game full of frogs, is instantly recognisable as an incarnation of an old arcade game called _Frogger_. It's fast, fun and very tricky. The idea is to guide your frogs across the road, then across the river, into the holes at the top of the screen using just a joystick and your reactions.

To run it, turn on your machine, insert your Workbench disk, wait until it has started and the drive light has gone out, and insert the Coverdisk. Double click on the Coverdisk icon, then on the Jumper drawer icon, and finally on the Jumper icon marked M25. You may need to close some of the other windows if your memory is low.



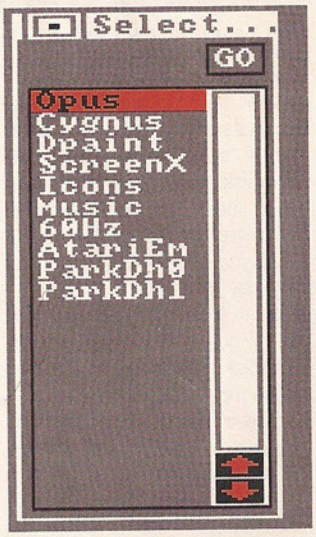
***Jumper* is one of the fastest games we've had sent in from a reader. Leap across the motorway, and skip on the turtles and the logs in order to get home.**

RUNME

CHRIS FRYER PAL/NTSC

This program does not work straight from the Coverdisk. So what's the point of including it, I hear you ask? *Runme* is a program launcher which allows you to have a lot of programs available at once, (such as on a hard disk or possibly on lots of floppies). It gives a list of programs available, and to run them all you do is click on the name. This saves looking for the program, digging through drawers and similar practices.

The idea is that you write a file called buttonlist which lives in the S drawer of your startup disk. When *Runme* is called, it looks for such a file, and if *Runme* finds one, it starts working. There is an example of a buttonlist in the S directory on the Coverdisk, and more information on using the program can be found by double clicking the Runme.readme icon.



Wouldn't it be convenient to have a list of program names to click on, rather than leafing through disk drawers for the right icon?

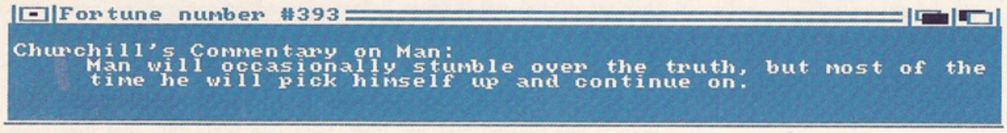
BEEB BASE

DIAMOND BRAGANZA PAL ONLY

What's this, a program that doesn't run on a standard Amiga? It's a response to the many enquiries I've had about programming in BBC BASIC. In a nutshell, all those misbegotten educational establishments that still insist on using the language, and lots of readers who need to use it are having problems with using the emulators.

So here's a program which you can study, to see how BBC databases work. It does work with the BBC emulator – just copy all the icons onto your emulator disk by clicking and dragging them over. Programmers please note that the database program itself _(BBCBase)_ is in a drawer called Drive_Inf, which is in the Beeb-Base drawer.

FORTUNE
JIM FINNS PAL/NTSC



***Fortune* can be ironic, cynical, or just downright silly.**

Ever since programmers started going to Chinese restaurants there have been fortune-cookie programs. These don't do much, but can relieve the stress commonly associated with computers.

To run it, turn on your computer, insert your Workbench disk and wait until the drive light goes out. Then insert the Coverdisk, double click on its icon and then double click on the Fortune icon. A quote will be displayed, from the included fortune data. Then press the space-bar to get yourself another fortune.

More information on setting up your own fortune data can be found by double clicking on the Fortune_readme icon.

CRACKER
GARY MAYHEW PAL/NTSC



CAP: Guess the code in ten or less. Go on, show your computer who is the most intelligent!

This will take you back a bit. The old guessing game of Master Mind, reincarnated on the Coverdisk. It's entirely mouse controlled, looks good and plays fast. There are two ways to start it going: you can either start up your machine, insert your Workbench disk and wait until the drive light goes out, then insert the Coverdisk, double click on its icon and on the Cracker icon...

If you have 512K of memory, you must use the second method. It's faster but you have to do a tiny bit of typing. Start up your machine, insert the Coverdisk and press the Control key and the D key simultaneously – keep them down until you see the word 'Break' appear. Then type in Cracker and press Return. There's nothing to it when you know how, is there?

PLAYING IT

You have 10 guesses to try and break the code. This consists of four coloured pegs – red, green, yellow, blue and brown. Not only must you get the colour right, but the position too. Just click on the colours to guess.

After you've entered in a guess, the computer will put red and white markers next to it. A red marker means a correct guess, and white means the right colour but the wrong position. Happy guessing – the best I've done is four guesses.

TEXT ENGINE
NICHOLAS HARVEY PAL/NTSC

Want a program to write with? *TextEngine* is an easy-to-use writing program for quickly knocking up bits of text with the minimum of fuss. It's got menus, it's got word count, and it can print out in different styles (bold, italics, underlined and so on).

The best way to find out about it is to try it out. Switch on the machine, insert your Workbench disk and wait until it has finished loading: that is the drive light goes out. Insert your Coverdisk, and then double click on its icon. Double click on the TextEngine drawer, and finally on the TextEngine icon itself.

Type a few lines of text first. To select an option from the menus: keep the right mouse button pressed, and move the mouse pointer to the selection you want, and then let go of the mouse button. Note that printer options (underline, italics, bold and so on) show as funny characters, but they print out fine on a printer.

PIC OF THE MONTH
ALISTAIR McNALLY PAL/NTSC



"I won't pick a fantasy one" said Marcus Dyson, AF Art Editor and impartial judge of this monthly competition. Alien Hunter so impressed him though, he changed his tune. Can you do better? Send in your entry.

LAST HOPE
MANUEL LEMOS PAL/NTSC

You're worst nightmare has just happened. You've deleted an immensely important file from a floppy disk, and there's no 'undelete' function available from the Shell or CLI. What do you do to get your file back?

Last Hope was written with this specific situation in mind. It can scan a disk, looking for all possible files on it. After that it lets you copy files from one place to another, not just restoring the old one but actually putting it somewhere safe. Not only that, but it can attempt to repair a damaged file – although as the programmer states in the documentation, *FixDisk* or *Quarterback Tools* (reviewed in this issue on Page 141) are much better at this.

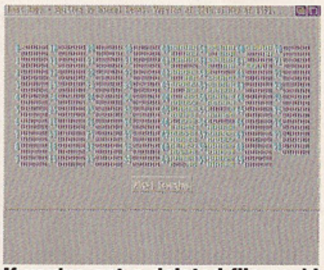
The down points to the program are that it doesn't work with Fast File System (FSS) disks, that is most drives or floppies formatted with the FFS. The FFS doesn't work particularly well with floppies unless you're using Workbench 2 anyway – it goes slower than the old system.

LOADING IT

Turn on your machine, insert your Workbench disk and wait until the drive light has gone out. Insert the Coverdisk, double click on its icon and then double click on the Last Hope icon.

There are three options from *Last Hope*, but 'about Last Hope' just brings up some info about the program, and 'Quit' is self-explanatory. The only useful one is 'Diagnose Volume' so click on it. Pop the disk with the deleted/damaged file into a drive, and click on the box with the disk name on it – df0: if you've got one drive.

The program will now scan the disk, looking at every possible file it can copy (including deleted/damaged files). Once it's finished, you can select the files you want to copy, and where you want them to go. Easy as pie, but if you're a bit unsure, copy the disk with the deleted/damaged files first before you set *Last Hope* on it.



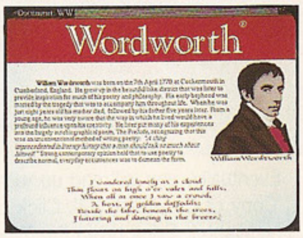
If you've got a deleted file you'd like back, let *Last Hope* scan it to see what it can do.

Wordworth

a writer's dream

The graphical nature of Wordworth® makes producing documents faster and easier. The WYSIWYG display shows exactly how your printed document will look, different fonts, styles and sizes, headers and footers, graphics and so on.

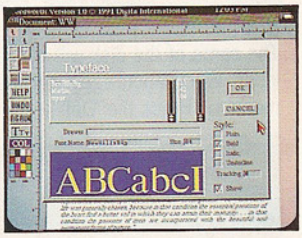
Commands are grouped under a series of pull-down menus, accessible either by the mouse or keyboard. Frequently used commands have on-screen icons, including Help, should you need it.



Experience the look and feel of the new and exciting WB2 (even if you use WB1.3).

Digita's® innovative *Human Interface Protocol*™ is incorporated and sets new standards in speed, style and elegance. Each document is a separate multi-tasking window, which means you could for example, print one while editing another.

Graphics have always been the Amiga's strong point. Now it's better than ever. Pictures from Deluxe Paint can be placed in a document, and then sized, scaled and dragged (text automatically reformats around the image).

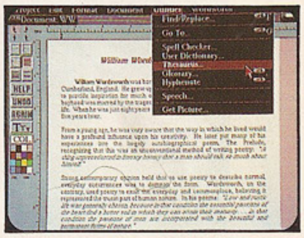


Wordworth's enhanced fonts will give you the very best printed quality. You can also print special symbols, such as boxes, arrows and so on. Better still, you can mix graphics, Wordworth's enhanced fonts, Amiga fonts, Colorfonts and your printer's own fonts, all on the same page.

Wordworth integrates with most word processors, and so you'll be able to use any documents created with Kindwords, Wordperfect, Prowrite, Protext, Excellence, and any ASCII or IFF Text document.

As Amiga Computing put it, "the only Amiga word processor to rival Protext for speed. I would recommend the program to anyone thinking of buying their first word processor or upgrading from Kindwords."

Wordworth is written in the UK by Digita. Which means you'll be using an English Collins spelling checker and thesaurus, and you'll know where to come for professional support.

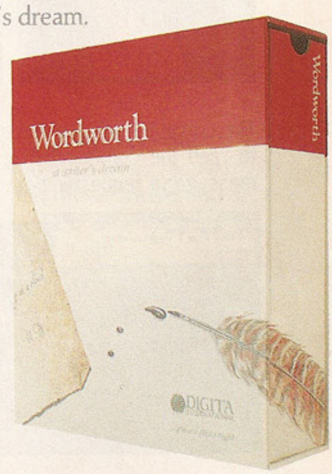


When Amiga Format said "a new word processor that will give the rest of the world a run for its money" they weren't joking. "Wordworth is the most user-friendly word publisher on the Amiga." Praise indeed.

The only way to really appreciate Wordworth is to use it. Phone 0395 270273 for more information or, write to Digita, FREEPOST, Exmouth EX8 2YZ.

Wordworth costs £129.99, which includes VAT, postage and packing. If you already own a word processor and purchase Wordworth direct from Digita, you can save £30 by returning your original disks with your order.

Wordworth will be your writer's dream. However, if you don't agree with us (and purchased directly from Digita), return it in original condition within 7 days and we will refund your money.



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Supports all medium or high resolution modes (mono and colour)
Requires 1MB of memory

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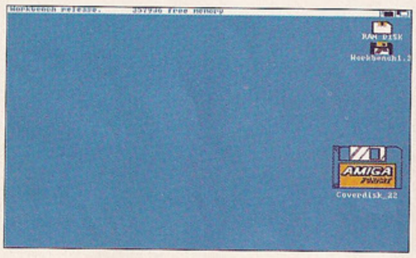
Using Your Coverdisk

BACKING UP YOUR DISK

It's worthwhile using a copy of the Coverdisk – indeed any disk – and keeping the original safe. This may sound like a complicated task suitable for techno-buffs only, but it is surprisingly simple to do, provided you follow these instructions very carefully:

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. Instructions for copying the disk are given below.
3. Read the instructions when using the programs.

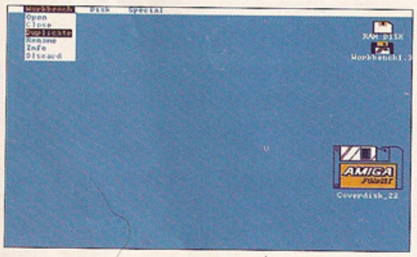
First turn on your machine and load the Workbench (one of the disks everyone gets with their Amiga). Once the Workbench screen appears and the drive light goes out, remove your Workbench disk and insert the Coverdisk. Once the drive light has gone out your screen should look like the above.



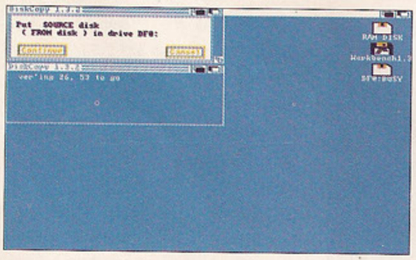
1

Next, move the mouse pointer to the Coverdisk icon and click once with the left mouse button – the icon will highlight. Press the right mouse button and keep it down. The words 'Workbench', 'Disk' and 'Special' will appear at the top left of the screen. Move the pointer to the word 'Workbench', and a menu will drop down. Select the 'Duplicate' option: you should have got this far.

2

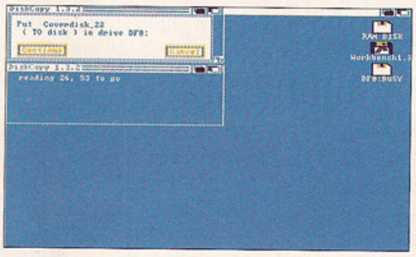


The computer will ask you to insert the Workbench disk again – it needs to read the command to copy disks. After you've done this, a boxed message (a requester box) will appear, asking you to insert the source disk. Insert the Coverdisk once again and click on the 'OK' option with the left mouse button.



3

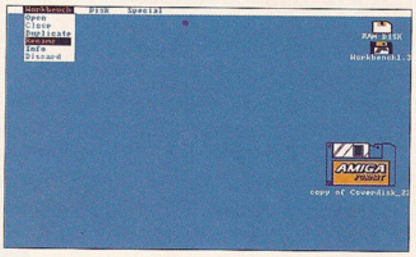
After the computer has read part of the Coverdisk, it will once again display a requester box asking for the destination disk to be put into df0:. Put the disk that you want the Coverdisk copied to in the drive. This procedure of swapping disks will continue until all of the disk has been duplicated.



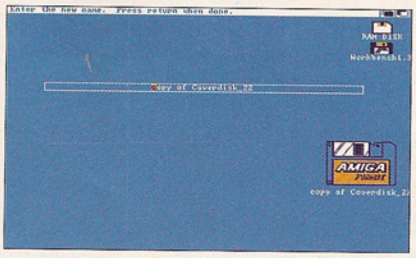
4

Eventually, you will end up with two Coverdisk icons, one has the name 'Copy of Coverdisk 22'. Click once on this with the left mouse button to highlight it. Bring down the 'Workbench' menu again (by holding down the right mouse button and moving the mouse pointer to the top left) but this time select 'Rename' from the menu. Let go of the right mouse button to select the Rename option.

5



The name of the disk will appear in an elongated box – you don't need to insert Workbench again because the Rename command is built into the machine. Press the 'Del' key (next to the 'Help' key) to remove the 'Copy of' part, and press the Return key to make the computer put the new name to copy.



6

Disk not working?

We duplicate over 150,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

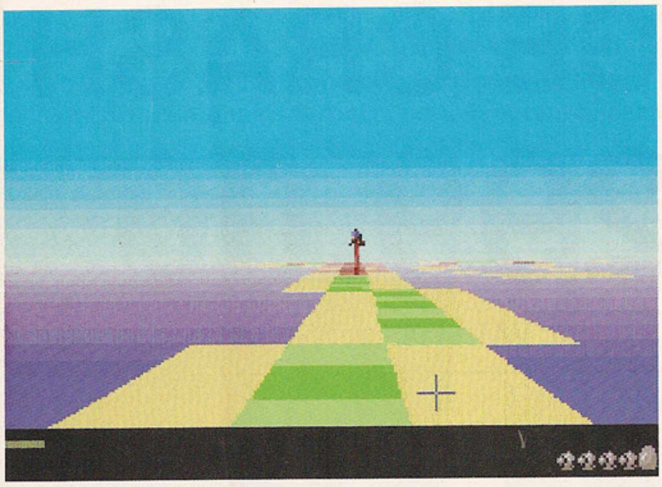
First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

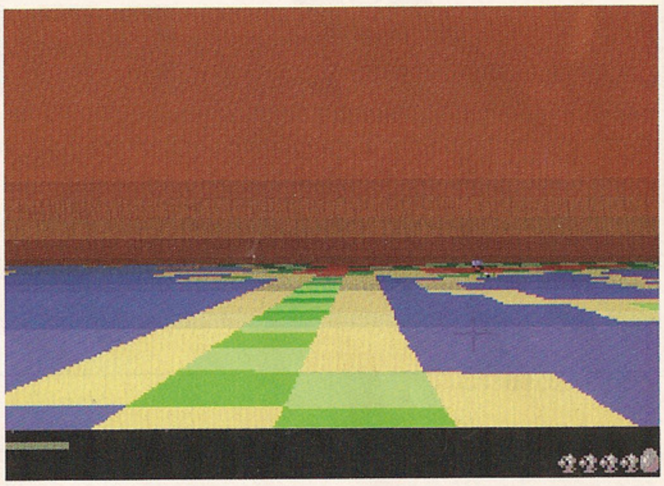
Amiga Format August Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!

The Problem with Archipelagos



This land path is not going to work because there is a diagonal join between two of the squares.



This land path is absolutely fine.

Some people have been complaining that they can't get off level 10 of Archipelagos, one of the two full games given away with last month's issue. Indeed, some have noticed that this happened with the original game. The problem is that two of the stones will not crack, but give a dull clang when clicked on.

It's not a bug, we didn't miss anything and there's nothing extra either. The fact is that there must be a continuous land bridge between a stone and the main obelisk, in order for the stone to be destroyed.

You have to make these land bridges by pressing the F1 key. Note that "continuous" means no diagonal joins, the land path must go up/down/left and right. Apologies to all those poor tormented souls out there who could progress no further.

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. We cannot normally give out advice over the telephone – but if you are completely stuck, Pat McDonald may be able to deal with any problems you may encounter. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the Amiga Format Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author of the program.

Selling or distributing these programs without the author's specific permission is against the laws of copyright. So don't do it, OK?

Earn up to £1000

Name ....

....

Address ....

....

....

....

....

Telephone *(Daytime)*..

(Evenings)..

My program name is ....

....

Approximate total size of files in kilobytes ....K (we cannot use programs larger than 200K; shorter submissions, under 100K, stand the best chance of publication). It is a:

- ☐ **Game**
- ☐ **Business utility**
- ☐ **Music program**
- ☐ **Novelty**
- ☐ **Technical tool**
- ☐ **Art program**
- ☐ **Educational**
- ☐ **Other**

Brief description..

....

....

....

Checklist **(please tick):**

- ☐ **Stamped-addressed envelope for return**
- ☐ **README.DOC explanation file on disk**
- ☐ **Printout of README.DOC file (if possible)**
- ☐ **Name, address, machine type written on label**
- ☐ **Disk certified virus free**

IMPORTANT Please sign this declaration:

This program is submitted for publication by *Amiga Format*. It is wholly my own work and I agree to indemnify Future Publishing against any possible legal action should copyright problems arise.

Signed..

Date ....

WE WANT YOUR PROGRAM!

If you've got any programs which you think other readers would find useful, interesting or amusing, we'd very much like to know about them.

1. Make sure your program is simple and fool-proof to use. Test it for all those bugs which you are sure you fixed: there are always more.

2. Create a file called README.DOC on the disk which explains exactly how to use your program. Try to make it humourous and informative - a good README.DOC gives a program a better chance of going in.

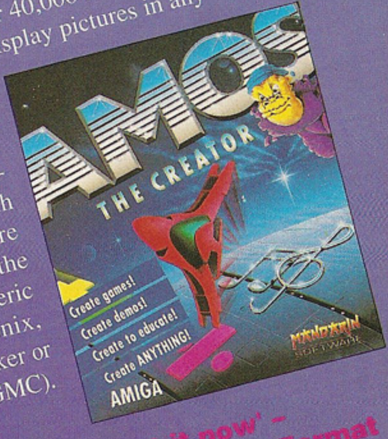
3. Fill in this form, sign it, and send it, with your disk (and a printout of the README.DOC file if possible), to: Coverdisk Software, Amiga Format, 30 Monmouth Street, BATH BA1 2AP. You could win a share of up to £1,000 prize money.

AMOS

Join the AMOS dream machine...

ONLY £49.99

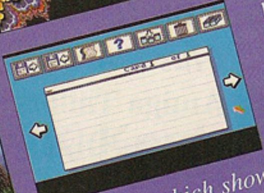
AMOS has become the definitive language for the Amiga – 250 AMOS Public Domain discs, a 1,700 strong AMOS user club and over 40,000 users! With AMOS it's simplicity itself to display pictures in any graphics mode, add copper list rainbows, write text using any Deluxe Paint font, overlay windows, add pull-down menus, send both software and hardware sprites spiralling around the screen, and add atmospheric music created in Sonix, Soundtracker, Noisetracker or Games Music Creator (GMC).

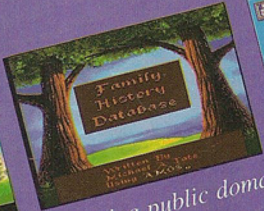


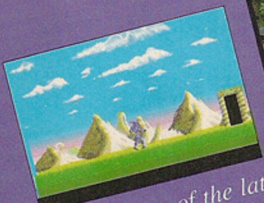
'Get it now' – Amiga Format

AMOS did all this... and much more









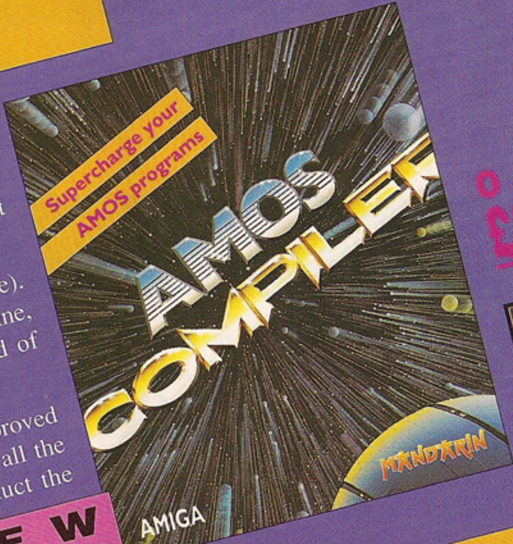
Here's some of the latest amazing public domain programs which show the power and versatility of AMOS.

Turbo-charge your creations...

Compile your programs in seconds! Turn your existing AMOS programs into lightning-fast creations that will amaze everyone. AMOS Compiler is unbelievably quick – some commands are more than five times quicker. Typically most programs run at least twice as fast – and AMOS is speedy to start with!

Squash your compiled programs by up to 80% (60% on average). Compression is easily done with the built-in compression routine, which is faster than PowerPacker, and opens up the world of cover discs and first-class Public Domain.

Plus, with new BOB and SCREEN copy routines and improved multi-tasking for AMOS, the AMOS Compiler gives you all the tools you need to create a super-fast, professional product the world will want to buy!



NEW IN JUNE

ONLY £29.99



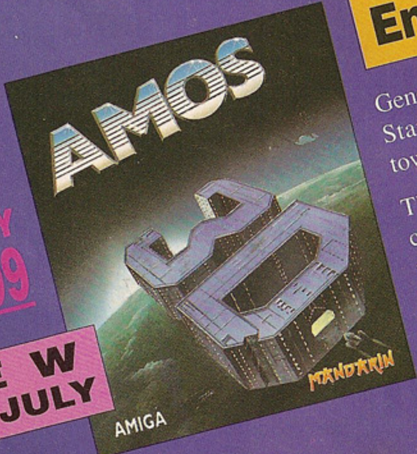
Enter the world of virtual reality!

Generate outstanding 3D effects as seen in games like Elite, Starglider II and Xiphos with AMOS 3D – the first step towards virtual reality on your Amiga.

The 3D object modeller will enable you to create any complex object using building blocks which you can stretch, rotate, resize and glue together.

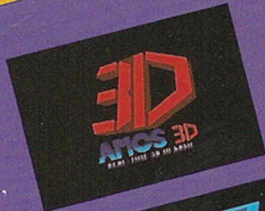
There's also 30 new AMOS commands which will enable you to animate your 3D objects in realtime to produce stunning graphical effects.

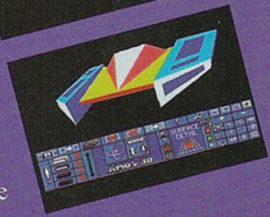
Soon you'll be creating your very own 3D world and be flying around it in your very own 3D craft!



ONLY £34.99

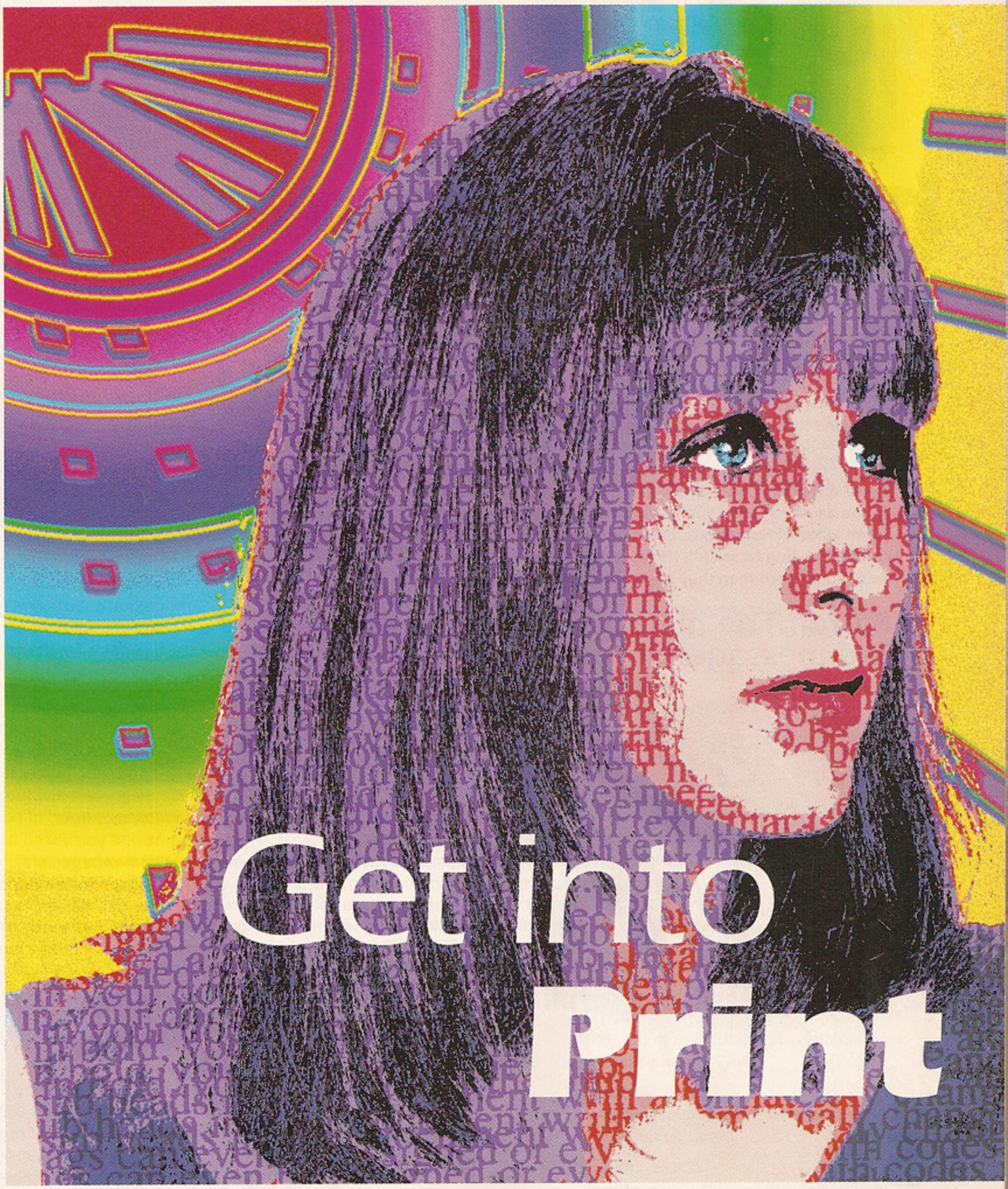
NEW FOR JULY





MANDARIN

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Please Quote reference AL1



Get into Print

PAUL LYONS tells you all you need to know about DTP but were afraid to ask, and **MARCUS DYSON** creates high-end and low-end DTP courtesy of the Amiga.

Nowhere have computers had a greater impact in recent years, than in newspaper and magazine publishing. From the Wapping dispute to the smallest magazine house, publishing has been revolutionised. Now, that better software and peripherals are appearing, more and more people are seeing the Amiga as an excellent choice for DTP. But what exactly is DTP and how is it done with an Amiga?

Everyone knows that DTP stands for desktop publishing, but what does this actually mean?

In 'times past' the writer did the words, the compositor put them together in one long column called a galley and then the art person cut the strip up and stuck them onto a new page to form the finished page. Any pictures were put in by a reprographics house after the page left the art department and before it got to the printer. DTP puts all of these processes into a package of computer, printer and scanner so small that it fits onto the top of a desk.

All DTP systems – no matter how great or small they are – have five basic components.

- **The input device.** To get images onto an electronic page some kind of scanner is needed. At the lower end this can be a video frame grabber, a hand-held scanner or a digitising tablet. Prices start around £200. As the quality required rises, so does the price. Colour scanners start at around £600, rising to £5-10,000 for high-quality flatbed scanners although really high-end kit goes for £20-£50,000.
- **The computer.** In theory any computer can be used for DTP, although if you want to do anything more complex than simple monochrome work, you need a fast (say 68000+) processor, or a good deal of patience. A good chunk of memory (both RAM and disk) is essential and at the lower end of the scale, adding more memory to your Amiga will give you the best performance for cash improvement. If you want to get serious, a hard disk is also essential.
- **The software.** The three main bits of software used in DTP are paint and image manipulation packages, word processors and page make-up programs. If you have to. If you are building up slowly, or don't want to spend serious amounts of cash at the start, go for the best page make-up package you can afford. You can always type your text directly into it and if you buy a scanner, the (usually) rudimentary software that comes with it should do enough to get you buy. In the end the quality of output and speed with which you can work depends heavily on the quality of your page make-up program.
- **The output device.** Obviously everyone will need some form of print-out of their work. What you buy depends heavily on the kind of quality you need. As cash allows, choose 24-pin printers over 9-pin; ink-jets over dot-matrix and laser printers over ink-jets. For professional output, publishers use imagesetters. These are large printers that use either lasers or LEDs to give a very-high quality output onto photographic film, which is then developed and sent to the printers. To increase the quality of cheaper printers, try printing the page out bigger and reduce it using a copier, or copy camera: this gives a much higher resolution final page.
- The fifth and most critical item? You, the user. DTP users come in all types, but for high-end results, you need a user with sticking power. People are so used to seeing slickly produced commercial titles that they rarely realise how involved the whole process is. Along with the power of 10 men, the DTP system also puts the emphasis on you to learn the skills of those 10 men.

To get you started, the next four pages give you an idea of what kind of equipment can be expected to do what kind of job. There's also a glossary of publishing jargon and 10 pointers to the Golden Land of DTP success. So start those presses!

We would like to express our thanks to Andrew Hinton and the DTP Bureau at Waterfront Design, 843 Western Boulevard Nottingham NG8 5EG. Tel: 0602 420528. Without their help this article would not have been possible.

10 things you absolutely, positively have to know about DTP

1 Know what it is you are trying to say.

Think about what you are trying to do. What is your magazine/fanzine/newspaper/newsletter etc about? Who are you aiming it at? What do they want to know about the subject you are writing about? The most common mistake that newcomers to DTP make is that they are so stunned by the vast range of techniques at their fingertips that they try to use them all, at once, on the same page. No matter how important your message is if you print it in 14 different sizes of FuturaExtraBoldCondensed Bold Italic in red ink on purple paper, no-one is going to read it. It may look pretty, but successful magazines have to be read much more than they have to be pretty.

Moral: The medium is not the message, the message is the message.

2 Have a plan.

Before you start slapping pictures and text into your page you should have a rough idea of what you're trying to achieve. What type-faces are you going to use? How many columns are you going to have? How wide are they going to be? The way to bring some form to your publication is to use a grid. One simple and flexible grid system is a seven-column grid. All you do is divide your page (excluding margins) into seven thin columns. You don't use them as seven individual columns, but combine them to give a wide variety of different layouts. All the thumbnails (small, rough, page sketches) on this page are based on a seven-column grid.

Moral: Look before you leap.

3 Keep it simple and constant.

One of the reasons that people keep reading the same magazine month after month is because they know where everything is. Look at the mag you're reading now. If you've been reading *AF* for more than a couple of issues, you'll know where the games pages are, where the graphics bits come and where the serious stuff starts. Even if you open the magazine at random you'll know exactly where you are before even reading a word, because each section has its own individual look. Most good mags are the same. To build up reader confidence, pick a style for each section and stick with it. Keeping type-faces, headlines and layout consistent help to give your publication an air of professionalism.

Moral: Familiarity doesn't breed contempt.

4 Choose your fonts with caution.

If there's one thing that makes a well-designed magazine, it's the careful choice of fonts. Most professionally-designed magazines use no more than four or five fonts. Other than 'special' pages such as news – where you might like to use two or three different headline faces – all you really need is one typeface for headlines and one for body copy (the main chunk of words). Any more and the page begins to get so confused that the reader will get lost, give up and go elsewhere for the information. One serif (letters with curly bits on the end) and one sans serif (no curly bits – like this one) will probably be all you need.

Moral: Less is more.

5 Take note of font names.

There is some order to the way that fonts are named, but not much. A typical font family will have one typeface that can be used in any of four styles: plain, italic, bold and bold italic. You may also find different weights in the same style (such as Helvetica Medium, Helvetica Black). However creative dudes like type designers rarely stick to the rules, so there are now many fonts with 'built-in boldness' such as FuturaBoldCondensed. On no account should you try to enbolden a type-face such as this. Not only does FuturaBoldCondensed Bold look awful, if you try to print it on a high-resolution PostScript device it won't come out properly and may reflow (when the printer makes changes to the text, forcing some text off of the page). There is a wide range of fonts available from suppliers such as Gold Disk (publishers of *Professional Page*). Alternatively if the font you want is only available as an Adobe PostScript font (and you have access to a Amiga with a Mac drive) there is another answer. Mirror Image in Canada sell a whacky utility called *My Font* that converts any PostScript font into one usable by any Amiga.

Moral: Get to know your families.

6 Set realistic and firm deadlines.

All magazines must work to deadlines. Commercial ones go out of business if they don't. No matter how cool and creative you are deadlines are the one area where you have to be a dictator. If you're charging a cover price or selling advertising, people you can only make money if you come out on a regular basis. It doesn't matter if the deadline is only once a lunar year as long as every knows when it is and the magazine comes out when it should.

When dealing with contributors, always set firm deadlines, preferably with a bit of leeway. If anyone is late – even if there's plenty of time left to finish the magazine – let them know you are less than happy. When setting your own internal deadlines, be realistic and set reasonable targets. Better to get them right in the first place, than to continually move and set them back. A deadline's not a deadline if it isn't kept.

Moral: Deadlines are when you finish, not start the job.

7 Check everything twice (at least).

If there's one person that could simply and easily improve any magazine, it's a good proof-reader. Always read the final version of every thing you print. Don't just look at the headlines or how pretty the page looks, but look at the spelling, punctuation and grammar. And if you see a mistake correct it, don't let it slip through. Be especially careful with people's and product names, addresses and telephone numbers because these are the things that your readers will be most inconvenienced by if they are wrong. Ideally get someone else to do the proof-reading, because if you have been working hard on a piece you could become blind to any mistakes.

There is no excuse for misspelt headlines and offenders should be severely beaten and have their copy of *Lemmings* removed for at least a week.

Moral: Close the stable door before the horse has the chance to bolt.

8 Read everything

Good design isn't created, it's ripped off from somewhere else. Read magazines, books, posters, anything. Look at your mother's magazines, your brother's and sister's comics and your father's magazines (the ones he'll let you...). You don't have to read every story about jam making or needlecraft, but pay attention to how they are laid out; how they use space and headlines, and where they put the pictures. See how other people have approached the same problem as you, and if you see anything you like, use it! But remember , building on other people's ideas is OK, ripping off their stories and pictures is not.

Moral: Check the competition.

9 Especially the instructions.

There are very few games that you can't take out of the box and play without reading the instructions. The same cannot be said of DTP software. It is a constant source of amazement to us that some people shell out large amounts of cash for an exciting piece of hardware or software and then either break it or fail to understand it because they can't be bothered to read the instructions. Always read the manual cover-to-cover before doing anything else. With complex programs such as *Professional Page* the amount of time you will save if you can memorise the manual is immense. In addition if anything goes wrong, read the manual again before calling anyone for help, so you don't waste their time and make yourself look a fool in the process.

Moral: Read the instructions before turning anything on.

10 Break the rules.

Feel free to ignore any of these guidelines if you feel it will improve the look of your publications. As a DTP user you have the power of the editor, designer, compositor, sub editor, proof-reader and production person at your fingertips, so don't be afraid to use it. Experiment.

Moral: You can't win the race if you don't enter.

Glossary

A quick guide to the buzz words of DTP and what they mean to you and me.

Alphanumeric
Letters and numbers.

Ascender
The part of a lower-case letter that rises above the main body of the letter (b, d, f, k, l etc).

Bleed
Printing that extends over the edge of the finished page.

Body copy
The words that make up the main story. The main text.

Caption
Text that accompanies an illustration (usually explanatory).

Copy
Any text to be printed.

Deadline.
Time when copy has to be handed in (also rhetorical cf: Damien, what Is a deadline?).

Descenders
The part of a lower-case letter that falls below the main body of the letter (q, y, p, g, etc).

Editing
Checking the facts, spelling, punctuation, grammar and house style in copy before putting it on to the final page.

Em-dash
A long dash the same length as the point size of the text it is being used with.

Em-space
A long space the same size as an em-dash.

En-dash
A dash only half the length of an em-dash.

Flush left (or right)
Type that lines up along the left (or right) edge of the column.

Font
A complete set of alphanumeric characters all in the same style and size.

Format
A catch-all term for the size, style and general appearance of a publication.

Gutter
The white space between two columns of text.

Hard copy
A print-out.

Headline
The title of an article, set large to grab the readers' attention (preferably telling the reader something about the story below).

Hyphenation
The breaking of words across two lines. Words should be broken between syllables.

Imagesetter
High resolution printer that uses lasers or LEDs to create a page images on large sheets of photographic film or paper. The page films are then sent to the printers who use them to make the final printing plates.

Indent
Starting the first line in from the left-margin to indicate a new paragraph.

Justified type
Type that stretches across a column, lining up on both right and left sides.

Kerning
Moving pairs of letters closer together to give a better-looking fit. Typically AV RV WA, etc.

Leading
The space between lines of text.

Letter space
Space between letters.

Ligatures
Special characters that are substituted for some closely-spaced letter pairs (such as ff, ffi and ffl).

Masthead
The design or logo that heads the front page of a magazine.

Measure
The length of a line of text.

Pica
Old unit of measurement: 12points = 1pica. 6 picas = 1 inch.

Run-around
Text that runs around the irregular edge of an illustration.

Sans serif
Typeface without serifs (eg Helvetica).

Serifs
Cross-strokes and squiggly bits on the ends of letters. Serif type-faces include Times and Garamond.

Small caps
Capital letters the same size as lower-case letters. LIKE THIS.

Thumbnails
Rough page sketches, often very small hence the name.

Type family
A number of fonts, of varying styles (**bold**, *italic*) of the same type-face.

Type style
Variations of a single type-face, such as **bold**, *italic*, etc.

Weight
In type: the variation of strength in a type-face (eg, light, medium, **bold**, **extra bold**).

Word space
Space between words.

X-height
Height of the body of lower-case letters, particularly the x.



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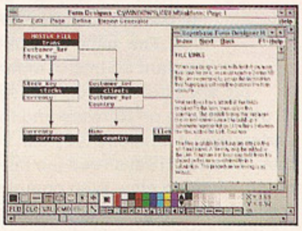
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Rock Bottom

The absolute cheapest way to produce a magazine using an Amiga is to type the text on a word processor, using a very narrow page, then cut the text up into various columns and stick the columns on another piece of paper to get a page. However, real DTP is all about flexibility. The ability to change type size, style, and weight; column width and type; add pictures and graphics of any size; to be able to try and change different layouts with speed and ease (rather than with scissors and glue).

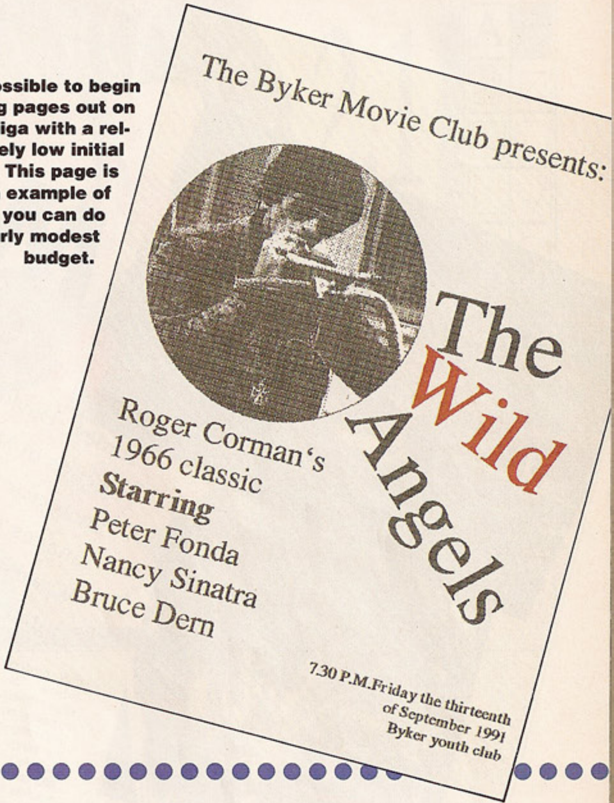
To get any benefit worth mentioning over this system, we assembled a basic system. We realise that DTP can be done cheaper, but we think decent DTP starts here. Our system is a 1MB A500 with an extra disk drive, a colour monitor, a PanDAAL monochrome hand scanner, a Star LC-10 colour printer and *Professional Page*. Anyone looking for a cheaper DTP package could try *Pagesetter* 1.2 (which is essentially) a cut-down *Pro Page*, but in our opinion, features, flexibility and performance make it worth splashing out for *Pro Page*, even if it means having to sacrifice other things, like the hand scanner for example.

The page we show here would not have been possible in *Pagesetter* due to the program's inability to place type at an angle. Being able to do so provides a simple but effective way of removing your design from the realms of the merely ordinary, and making it more eye-catching. But beware, once the type is slanted like this the amount of time the Amiga takes to redraw it on screen is greatly increased, and the legibility on screen suffers, so if you are editing text in the document it is best to do so with the boxes on the horizontal, returning them to their inclined positions only to print out the document.

The Star LC-10 colour has the ability to output colour bitmapped photographs such as the one used in the page below, but the quality of the finished result is not sufficient to warrant its use for this purpose. Colour can be put to better use if applied sparingly and with consideration to its effect. Design students are taught that less is more, and while this statement is paradoxical, I would argue that it is true.

Placing the bitmap of Peter Fonda in a circle was done in *DPaint*, since the graphics editing facilities of *Pro Page* do not allow for such sophisticated manipulation of images, but it will allow for importing a wide range of graphics formats, the lack of definition is due to the limitations of the scanner we used rather than those of the DTP software.

It is possible to begin laying pages out on the Amiga with a relatively low initial outlay. This page is an example of what you can do on a fairly modest budget.



Page in the Middle

For anyone with a bit more cash to splash, the best idea is to not to buy a porkier Amiga, but to upgrade the peripherals. Our first choice would be to add a 20-40MB hard drive. Although to anyone who is used to word processing this may seem extravagant, if you want to start dealing with scans (and you will) then you'll soon find that the endless swapping of floppy disks becomes a real bind. If price is a major factor, check out the Commodore A590 (from £250). However, if you'd rather pay more for a solid, reliable piece of kit then we whole-heartedly recommend the GVP Impact II (from £450). Both of these hard disks can have extra memory added internally, allowing you to beef-up your A500 cheaply without major surgery, or ugly-add-ons.

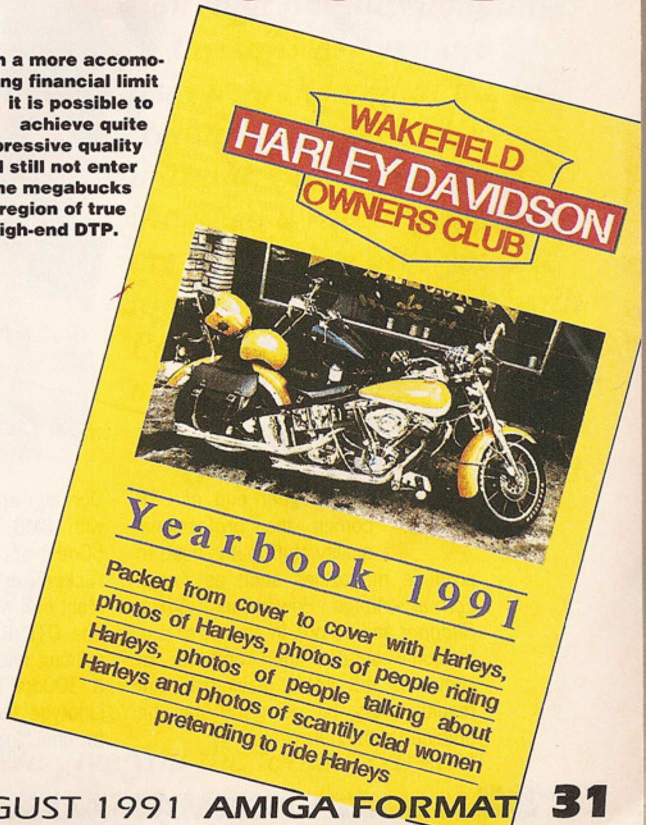
The next major upgrade has to be a colour scanner. Most colour scanners cost thousands, but anyone who read our review of the Sharp JX-100 colour hand scanner in Issue 22 would have seen what £545+VAT can buy these days. For all but the highest-end (?) applications this compact device will be all you need (*AF*'s weekly sister mag, *New Computer Express* does all its colour repro with a JX-100).

The other upgrade you might consider is to get a better grade of printer. Short of buying a colour laser printer, the choices are two-fold. Either a higher resolution colour dot-matrix printer (such as the Star 24-200 Colour) or an ink-jet printer. The page on the left was printed using the new(ish) Sharp JX-730 ink-jet printer, which is quiet, reasonably fast and has a 15-inch wide paper roll for printing double-page spreads, posters and banners.

When coupled with an output device like the JX-730 it is possible to make more use of *Professional Page's* powerful colour facilities. The full bleed tint background on the page pictured right is a bit heavy, but shows the uniformity of flat colour area that can be achieved. The image was scanned into the *Scanlab100* software that is supplied to interface the JX-100 to the Amiga. This program allows some rudimentary colour balance adjustments to be made to the picture, and with practice it would be possible to achieve quite acceptable output. *Pro Page* only renders colour bitmaps in black-and white on screen, for sake of speed, so all colour adjustments have to be made in image-processing packages before being imported into the page layout.

Improving on the quality we see here can be done, but it involves considerably more knowledge of printing, not to mention cash.

With a more accomodating financial limit it is possible to achieve quite impressive quality and still not enter the megabucks region of true high-end DTP.



High Quality DTP


Get Your Motor Running

Harley Davidson have been building legends in Michigan for 88 years. Each year thousands of enthusiasts and fanatics make the trip to Sturgis on the Worlds biggest motorcycle rally, we hitch a ride...

Just how many motorbike manufacturers can claim, in all honesty, to have been producing motorcycles since 1903? Harley Davidson can, Harley Davidson have been, from the early days when the company consisted of three men and a shed, through the years of being part of a large consortium, to todays success as a self-owned independent.

Although the Harley is considered as American as apple pie, William Harley was a first-generation Yankee, but was born of English parents. Arthur Davidson however was from Scottish stock and his parents had only been in the States for ten years before his birth. When Harley and Davidson first conceived of going into mechanical partnership it was with the intention of producing boats, not motorbikes, because prior to founding the company, Arthur Davidson worked in conjunction with Ole Evinrude, a name familiar to those who follow power-boat racing.

When Bill and Arthur managed to procure the use of a neighbours' shed as a workshop in 1903 the Harley Davidson Motor Company came into existence. The first bike they produced was a motorised bicycle of some 400 cc displacement, showing that the company never had a penchant for producing small bikes. Nowadays the range of Hogs, as they are lovingly referred to, begins with the 883 cc Sportster, costing over 5000 pounds in the UK and extends to machines costing nearly three times that amount.

The lengths to which Harley fans will go to personalise their machines knows no bounds, including gold plating

Get out on the highway

So what makes someone want to spend the kind of money that would buy a good car, on a motorcycle?

Well to an extent you have to be a certain kind of person to even understand the answer to that question. Not necessarily an outlaw biker, but someone who appreciates standing out in the crowd, someone who can put up with a few inconveniences in order to own a legend: a person who would rather own a great motorbike than an average car. For one truly has the two-wheeled equivalent of a Lambourghini when one has a Harley, not in speed, not in price, but in terms of engineering pedigree, and exclusivity, they are unequalled by any other.

But what can these inconveniences that I alluded to earlier be? Well it has to be said that Harleys are not the fastest bikes on the road, and the prospective owner must be prepared to see the tail-lights of many a Japanese 250 cc machine. And the lack of speed is by no means a bad thing given that a Harley with factory brakes has all the stopping capabilities of an oil tanker at full tilt. And considering the frugal capacity of the smaller (less unnaffordable) models fuel tanks, it can sometimes be a case of accelerate, deccelerate, refuel, and start all over again.

So amongst the Hell's Angels and Satan's Slaves the Harley now attracts the doctors, and the lawyers, the well-to-do thirtysomethings who saw *Easy Rider* and it changed their lives. Along with the pathetic rock stars who need something huge and throbbing between their legs to make them feel like a man.

It is people like this that come

Not all Harley riders are bank managers, some of them are ZZ Top fans

Continued on Page 71

Harley Format August 1991 **69**

It is possible to produce artwork on the Amiga of a standard sufficiently good enough to publish in magazines like *Amiga Format*. This example from the fictitious *Harley Format* was prepared, the pictures scanned and the page designed and output from an A2000.

At the higher end of DTP comes the professional quality stuff that is used to produce magazines such as *Amiga Format* (*Amiga Power* and *Amiga Shopper* and so on). In almost all professional set-ups the computer of choice is the Apple Macintosh, but results every bit as good can be obtained with an Amiga...

Our high-end set-up was an A2000 with 8MB, a 210MB hard disk, a 50mHz accelerator card, a Microway FlickerFixer and a multi-sync monitor. Most of it wasn't ours but belonged to The DTP Bureau in Nottingham. For printing and proofing pages we used a 300dpi NEC laser printer and a Linotype Linotronic 300 imagesetter for final films to go to the printers.

When you get to the top end of the DTP spectrum, things get much more complicated. People are now used to seeing high-quality magazines like *Vogue* and *Arena* so they tend to expect better quality text and full-colour pictures.

In an ideal world you would be able to place the picture in a box on the page and click print. It doesn't, unfortunately, quite work like that. The problem is in the way colour magazines are printed. Printers only use four colours: cyan (greeny-blue); magenta (bluey-red); yellow and black (often called CMYK printing).

Each colour is printed in turn and where they overlap, other colours are created. This means anyone wanting to print in full colour has to supply the printer with not one, but four pages, one for each colour the printer uses.

The process of making four CMYK images from one colour image is known as colour separation and none of the DTP packages available are able to separate colour images satisfactorily. This means in addition to needing a colour scanner to put images into your work, if you want high-quality images you need an image-manipulation package that can give good colour separations. We used *Art Department Professional*, but even then The DTP Bureau spent a considerable amount of time to work out exactly how to get the quality they wanted.

Perfect pages

If you want to include high-quality colour images the easiest way is to send the disk and the photos to an Amiga bureau or print out the text and take the print-out and colour images to your local reprographics house. The best way to get short runs of colour pages is to use a Canon Colour Copy centre. Just print out the text, paste the images in the right places and they should do full-colour copies for £1 each.

Producing good colour images costs serious amounts of cash and uses massive amounts of time, expertise and patience. The only thing more expensive is buying all the kit, colour scanners and so on and realising you can't afford to get all the bits you need or you don't have the patience to learn all you need to know about colour (traditional scanner operators go through a five-year apprenticeship). So think hard and talk to a dealer who knows what he's talking about and can show you samples that he has done with the kit he's trying to sell you. Don't buy mail order unless you are already an expert with the equipment you want to buy. You will probably need a lot of hands-on help to get your expensive colour system running and a local dealer you can meet face-to-face is an advantage.

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"In our past ads, we compared PageStream 2.1 to Professional Page 2.0 in six key areas. We said that ProPage could not draw Bézier curves. Well, that was wrong. Sorry Gold Disk.

We have prepared a more extensive comparison of PageStream and Professional Page. I think users should judge for themselves which Amiga desktop publisher is now the 'king of the hill.' Our first ads were rather lenient"

— Deron Kazmaier
Soft-Logik President



Actual PageStream 2.1 screenshot

ART IMPORT	ProPage	PageStream
IFF (24 bit)	Y	Y
TIFF	N	Y
GIF	N	Y
EPS	Y	Y
EPS – view TIFF preview	N	Y
ProDraw	Y	Y – *Editable!*
Aegis Draw	Y	Y – *Editable!*
GEM	N	Y – *Editable!*
IMG	N	Y
MacPaint	N	Y
TEXT IMPORT		
WordPerfect	Y	Y
Excellence!	N	Y
Scribble	Y	N
ProWrite	N	Y
ASCII text	Y	Y
COLOUR		
CMYK	Y	Y
RGB	Y	Y
HLS	N	Y
HSV	N	Y
Pantone Colours	Y	N
UCR/GCR	Variable	**Fixed**

FONTS	ProPage	PageStream
PostScript Type 1	N	Y
PostScript Type 3	N	Y
Compugraphic	Y	Y
Outlines on Screen	Y	Y
# Outline Fonts Included	2	**18**
Typographic Precision	1 point	0.01 points
Max Font Size (any type)	720 points	183,000 points
INTERFACE		
Framed Text	Y	Y
"No Frames" Text	N	Y
# of Open Documents	1	**Unlimited**
Linked Text Processor	Y	N
Font Caching	Manual	**Automatic**
View Magnifications	7 fixed	**User Scalable**
Zoom View	N	**15 – 1500%**
Templates	Y	Y
Master Pages	N	Y
Measurement Systems	3	**9**
Maximum Page Size	22x22 in.	**1200x1200 ft.**
Standard XCV Editing	N	Y
Paragraph Tagging	Y	Y
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"It's a wonderful but also somewhat sobering thought that the brilliance of your final page is limited by your own creativity and imagination, and not the capabilities of the software you are using. At the end of the introduction in the main manual, Soft-Logik have included a rather poignant message – 'We give you the tools to dream'. I think, with PageStream V2.1, they might be right."

— Jonathan Living
Amiga User International

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SPECTRA VIDEO

The DTP Bureau

When it comes to using the Amiga for high-end DTP, there are plenty of people around who talk the talk, but there aren't many that walk the walk. Andrew Hinton of The DTP Bureau in Nottingham, though, can do both.

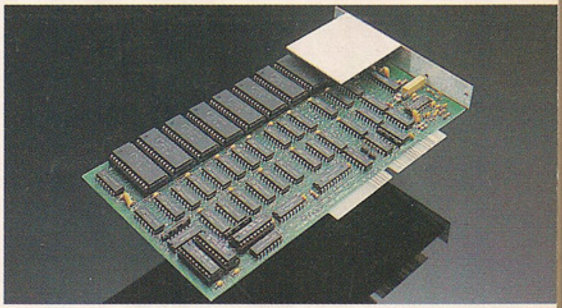
When Andrew started with Amiga DTP he was working for Madonna Press and Waterfront Design, two closely-linked companies sharing premises in Nottingham. As the business has developed, so the DTP Bureau has become a small business in itself, so successful, it now attracts clients from as far away as Germany and Belgium.

A printer by trade, he started looking at what the Amiga could do four years ago. "People told me it couldn't be done and that the Amiga was a games machine, but not only was it so much cheaper, I felt sure it was the right machine." With a single A2000 and a NEC StyleWriter, Andrew started taking typesetting in 1988. After some months he purchased another A2000. Now he has three A2000s: one with a 110MB hard drive, a 50mHz accelerator, and a flicker-fixed multi-sync monitor; the second, with a 110Mb hard drive, a 33mHz accelerator and a standard Philips' monitor; and the third with a PC drive and board. For output he uses three NEC laser printers and a Linotype Linotronic 300 imagesetter (£38,000 and able to produce images on film at over 2,400 dpi).

Although The DTP Bureau still prints stationary, newsletters and individual's *DPaint* pics, a larger percentage of the work is now corporate and local government information and advertising.



Flicker Fixer



The main complaint about DTP has been the atrocious quality of the Amiga's interlaced display. At best it's annoying, at worse it makes detailed work impossible. Up until recently, gadgets to fix this problem have cost more than the monitor, but as we reported in last month's news feature MicroWay has reduced their Flicker Fixer form £325 to only £125.

With it comes a comprehensive (if flimsy) manual and a floppy disk with some test programs on it. Fitting it is a matter of opening up your A2000 or A1500 case, and sliding it into the video slot – that's the expansion slot immediately behind the internal floppy drive.

Once it's there and the screws have been tightened, you need to work out how to connect it to your multisync monitor. Mercifully MicroWay lists about 30 of the more common monitors, and how they are all connected. Take the information to someone who can make a cable and you're laughing. We were charged an exorbitant amount by a computer shop, but you can try an electrical DIY or cables specialist – or even make it yourself.

Once fitted and adjusted correctly, the performance is phenomenal in all screen modes. Interlace is pin sharp and totally unlike the jumbled blur you get on a standard Amiga. For serious high resolution or video work, it's a must buy. At the new price of £125, it's nearly a positive steal: remember you still need to buy the multisync monitor. MicroWay 081-541 5466.

Bits and Pieces

Some of the most interesting and sexy bits in Amiga DTP are coming from Sharp Electronics. Sharp has received great acclaim in the Macintosh and PC arenas for their colour scanners and now, by using third-party software, all of Sharp's products can be driven by the Amiga.

Sharp has four colour scanners ranging from the 4"x 5" 200dpi JX-100, through the A4 300dpi JX-300 and the A3 300dpi JX-450, to the monster A3 600dpi JX-600 that comes complete with an attachment for scanning transparencies. Currently no manufacturer offers better value colour scanners. However when it comes to inkjet printers, strong competition comes from Hewlett Packard in the shape of its PaintJet printer. Similar in quality and performance to Sharp's fine JX-730, the PaintJet is around £300 cheaper and uses a driver from the Extras disk which is shipped with every Amiga. Look out for reviews of both these printers in the coming months.

Also if you're looking to beef-up your Amiga with a faster processor you could do worse than try Bytes & Pieces. They have a huge range of accelerators (including Harms, GVP, Spirit) extra memory, fatter Agnus' and the like. But expect to hear the engaged tone a few times before you actually get through.

SUPPLIERS

Scanners	Price	Suppliers	Telephone
Sharp JX-100	£545	HB Marketing	0753 686000
Sharp JX-300	£1,320	Silica Distribution	081-309 1111
Sharp JX-600	POA		

Printers	Price	Suppliers	Telephone
Sharp JX-730	£1295	HB Marketing	0753 686000
		Silica Distribution	081-309 1111
Hewlett Packard Paint Jet	£995	H.P. Customer Information	0344 369369

FlickerFixer	Price	Suppliers	Telephone
Microway	£125	Microway	081-541 5466

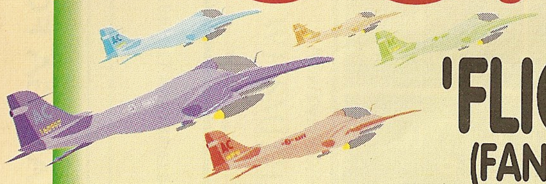
Accelerator Cards	Price	Suppliers	Telephone
Harms 030 Professional1Mb	£899		
Harms 030 Professional4mb	£1020		
Harms 030 Professional16Mb	£1899	Bytes & Pieces	0253 734218

All prices are excluding VAT.

PAGE 1

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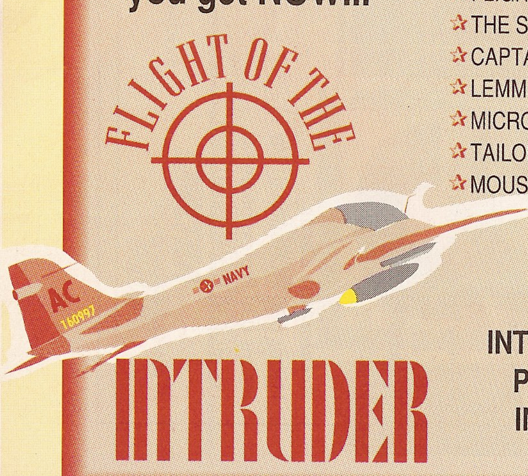
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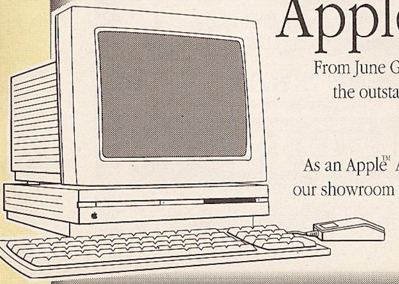
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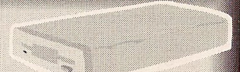
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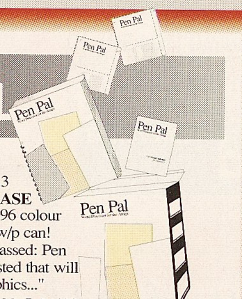
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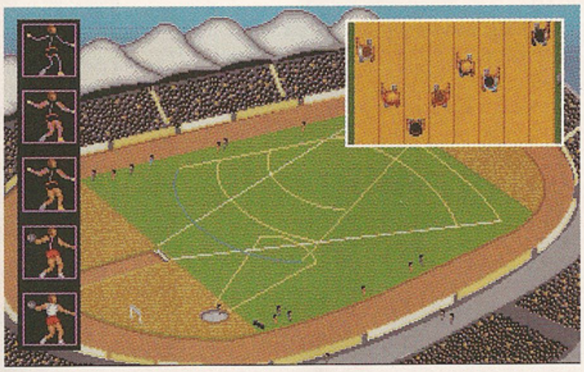

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TRENTON WEBB takes the pilot seat to fly you through the late summer releases, helicopters and submarines are the biggie simulators that are on the way. So take a dive into this month's...

COMING ATTRACTIONS

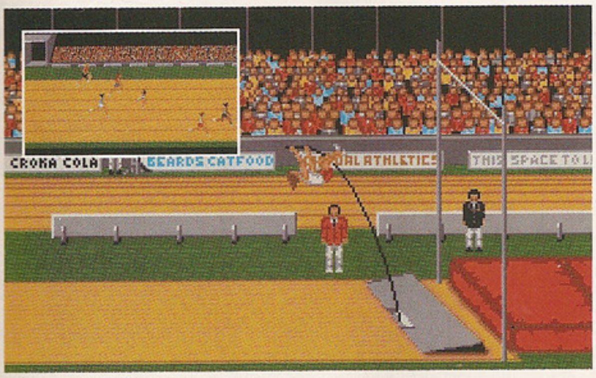
CHAMPIONSHIP ATHLETICS

Publisher Hawk
Release – July



Joystick-destroying, sport-simulating waggle games, are set to make a great comeback with Hawk's *Championship Athletics*. The new label, who previewed *Executioner* last month, are all set to revive one of computings' best loved genres with a 16-event, athletic extravaganza.

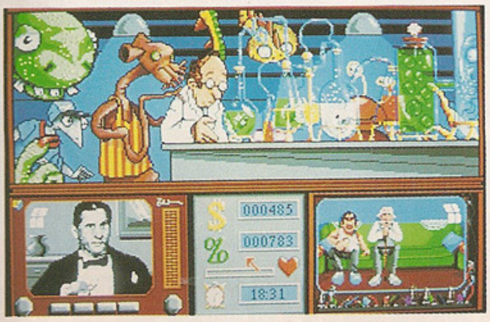
Previously in such games the gameplay was little more than a waggling test, where the fastest stick won. *Championship Athletics* introduces icon controls for longer events to simulate race strategy, which stresses timing over speed in the field events as well as testing pure waggle power in the sprints, in a bid to flesh out this fairly simple arcade style.



Championship Athletics should be a huge graphical improvement over sports games that have gone before. The actual sprites are based on frozen frames of real athletes in motion while the range of views mimics TV coverage. *Championship Athletics* should hear the starter's pistol this July and *Format* will be at the front of the review field.

MAD TV

Publisher
Rainbow Arts
Release – July/August



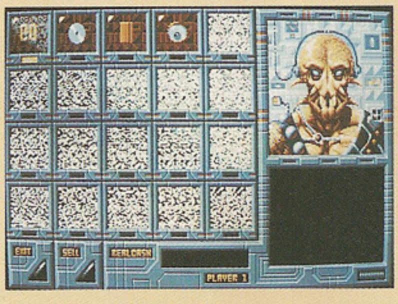
Mad TV places players at the heart of a failing TV franchise. The aim is to turn the station around by producing better programs, better scheduling and therefore winning a ratings war. As if managing a TV biz single-handed wasn't enough there's some vicious office politics and a love interest to contend with. To offset the potential downer of being a business simulation there's a wide streak of black humour and some smart sounds. The whole show goes on air later this summer.

SHORT STUFF

US Gold has seized another cracking coin-op title. ***G-Loc*** is the incredible fighter plane arcade that makes ***Afterburner*** look like a Boeing simulator. If it works the conversion will be tough, as the coin-op uses masses of custom hardware.



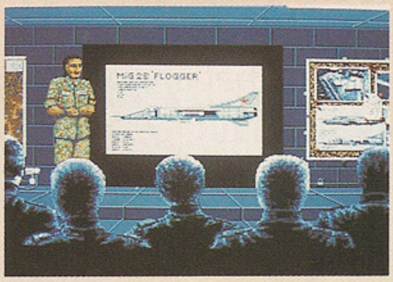
Domark is so chuffed with ***MiG 29*** that it has already started working on ***MiG 29M Superfighter***. The new simulation will feature AWACS, air-to-air refuelling and friendly squadrons of other MiGs. When the ***Superfighter*** gets airborne this September, existing ***MiG 29*** owners will be offered an upgrade at reduced prices.



CDTV owners will be treated to two of the true Amiga greats shortly. **Image Works** is working on a CDTV conversion of ***Xenon II*** – complete with 12 extra tracks from the Rhythm King stable – and ***Falcon***. A classic flight sim, ***Falcon*** will feature video footage of the plane and missions. Both titles should be available in July.

Team 17, the folks who launched the stunning ***Full Contact*** at half-price is

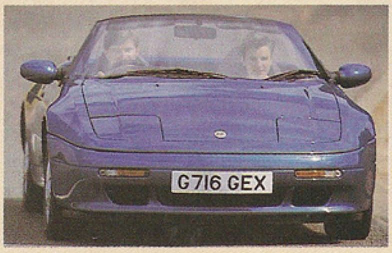
Continued overleaf ▸



working on an as yet unnamed shoot-em-up. So far there's only a few graphics to examine but to say it shows promise is an understatement. If they can get the speed and gameplay to match the graphics then a shoot-em-up of apocalyptic proportions could result.



Gremlin are keeping up their racey reputation with a sequel to ***Lotus Turbo Challenge***. The title, yet to be announced, is certain to contain the words: Challenge, Turbo, Lotus and the number two. It will feature a four-player option, the Elan and Esprit, cliffs, level crossings and choices of route in a race across the States.



PREVIEWS UPDATE

Where are they now?

ALCATRAZ
Infogrames
Parole seems unlikely for two months.

MEGAPHEONIX
Dinamics
Should be rising next month.

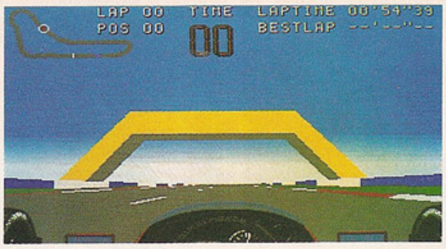
NEBULOUS II
21st Century
Change of company, change of release date. Now September.

ARACHNOPHOBIA
Titus
Still under development.

DRAGON FIGHTER
Idea
Will be doing battle next month (?).

FORMULA 1
Simulondo ■ To be announced

Hot on the heels of their football simulation *I Play 3D Soccer*, Simulondo are currently running warm-up laps with *Formula 1*. They promise fast 3D action with variable detail, giving players the choice of true speed or high realism. *Soccer* scored a mighty 81 per cent in *AF*24, so the hopes are high for *Formula 1*.



SON OF ZEUS
Electronic Zoo ■ September

A *Dungeon Master* perspective meets the beat-em-up in *Son of Zeus*. It's a hack-and-slash spectacular that sets the young wannabe-god off on the trail of 12 magic items. As he travels across Greece the world is seen in the *Eye of the Beholder* fashion, but when he stumbles across a nasty everything shifts to side view for the fight. Folks at the Zoo are tipping this one as a biggie, but we'll have to wait until Autumn.



GATEWAY TO THE SAVAGE FRONTIER
SSI/US Gold ■ August

Remember the Forgotten Realms? That *Dungeons and Dragons* world that featured in the *Pool of Radiance* series? Now the Gateway will soon be open, allowing warriors and wizards to try to explore the town of Yarter. Based above ground in the Great Desert of Anaurach RPGers must thwart an invasion by finding four magical statues.



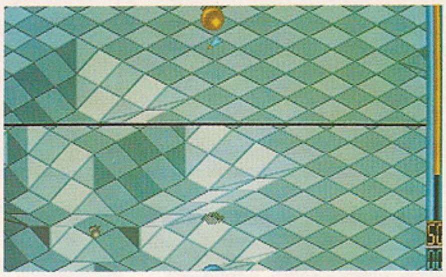
CHINTO'S REVENGE
Millennium ■ Late July

A 400 screen smooth-scrolling extravaganza, *Chinto's Revenge* is a console-style tale of martial arts mayhem. Chinto is an orphan who is out to slay the assassins who killed his folks. Traps, mazes and combat galore are promised as the Chinto takes on city guards, ninjas and, ultimately, an enormous red dragon. The sounds are supplied by Richard Joseph – who supplied the sounds on this month's Coverdisk.



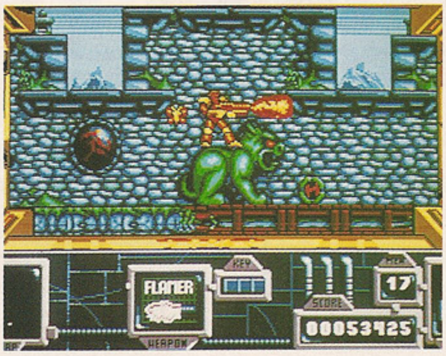
SLIDERS
Palace ■ July

Balls are one of the more popular, if inexplicable, subjects for thousands of computer games. In *Sliders* the spheres are hunting each other, using one-way lanes, humps, valleys and friction fields to trap or escape each other. It's played over 12 different zones each of which has totally variable speed, fire-power and gravity. The ball will be in *AF*'s review court soon.



ZONE WARRIOR
Electronic Arts ■ July

The Geeks have taken over time and are using their temporal powers to unseat mankind as top dog. You are the Zone Warrior, who must face a platform challenge stretching over aeons in a bid to limit their damage. The battle takes place in prehistory, Ancient Egypt, Medieval, Ancient Japan and a post-apocalypse world. If the thought of fighting aliens far from your own time scares you stupid, don't worry there's a built-in link to a mega-computer that will reveal all the secret doors and special items.




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SAMPLERS & SEQUENCERS EXPLAINED

SAMPLE
A sound that has been loaded into a computer, and is represented by numbers (digital) rather than noises (analogue).

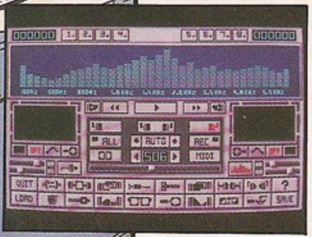
SAMPLER
Usually a small cartridge that allows you to take sounds from a microphone (with amplification), tape, CD etc and record (digitize) them into your computers memory. Once in the memory a sample (sound) can be changed using the sampling software.

SAMPLING SOFTWARE
Allows you to alter sounds that have been digitized by the SAMPLER. Normal functions with sampling software include loading and saving a sample to disk, altering the sample by cutting, speeding up/down, fading in/out, joining to other samples and much much more.

SEQUENCER
A sequencer allows you to take samples and play them back in an order (sequence) that you determine. For example, if you sampled a piano note, a sequencer would allow you to play that note back at different pitches and in a sequence you decide. Your one note loaded into a sequencer can become a complete piece of piano music.

·A·M·A·S·

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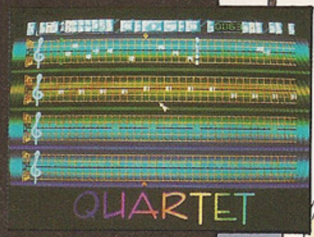


Our top level sampler for the Amiga 500/2000 and 1000* (*special order) combines top of the range electronics with a sensible price. Our unique wedge shaped cartridge includes a built in MIDI interface (in, out & thru) eliminating the need to swap between sampler and midi interface. Other ports include microphone input and phono left & right in. Our software is a "winning package" as described by AMIGA WORLD magazine, and incorporates a state of the art stereo editing suite with virtually every feature you'd want to lay your hands on. A separate MIDI control panel allows utilisation of the built-in interface with the possibility to play back up to 10!!! different samples pitch shifted on your MIDI keyboard. Don't think AMAS is a toy either, our price policy brings high quality products to you at sensible prices. Used by amateurs and professionals AMAS was featured by Paula Abdul in her award winning video Cold Hearted.

Cartridge, software & manual £99.95

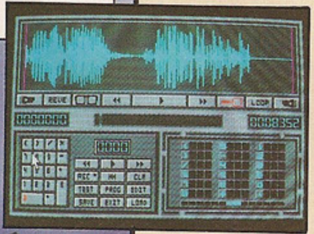
QUARTET

This sophisticated sequencer allows you to take samples and sequence them into music. Imagine your samples as a band with QUARTET as the conductor, your band is composed of 16 instruments of which 4 can play at any one time. QUARTET comes with 100 instruments and sounds for inclusion in your own compositions and further sounds can be added using AMAS, MASTER SOUND or most other quality samplers. Music can be input from the Amigas' keyboard, by mouse or if you have a synthesizer keyboard with a midi out socket by playing on the keyboard. Control of samples includes Tempo, Volume, Pitch together with a built-in editor for changing samples without exiting QUARTET. Who knows you could easily be tommorrows "Adamski" or "Mozart" with this highly acclaimed package.



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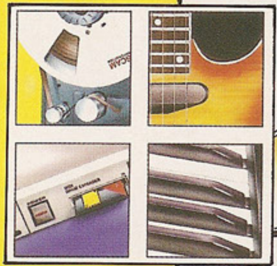


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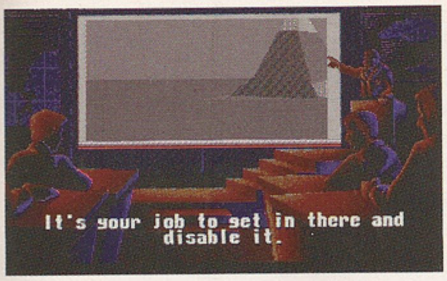
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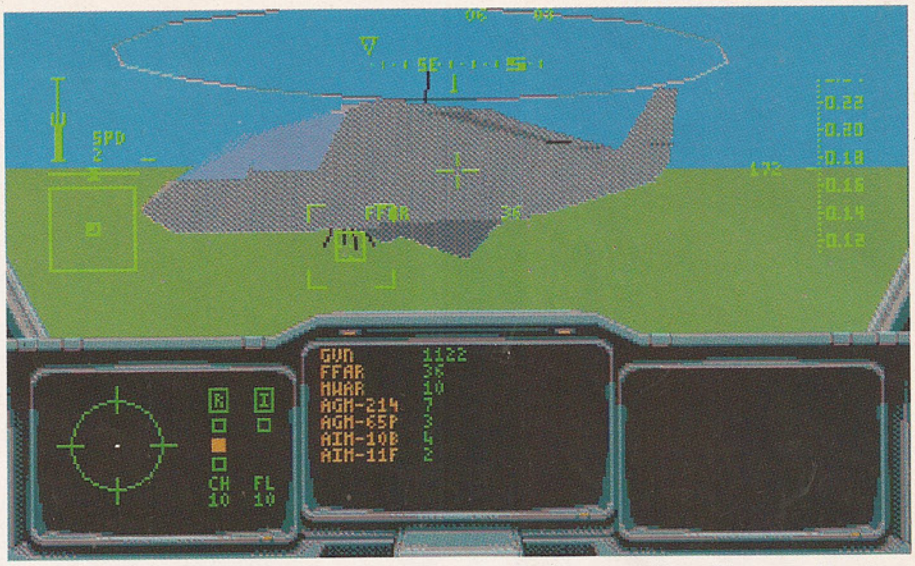
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Here is where you get the info on the target via a short spy film of the base.



Hokkum pokus! The latest Soviet super chopper, the Hokkum, rears its well-armoured head and gets its blown clean off. Try this in the finished game and the Hokkum will kill you dead!

AH-73M THUNDERHAWK

Publisher – Core Design ■ Release – August

Techno warheads rejoice! The never-ending battle to get more realistic, exciting and faster 3D combat simulations continues apace, with the imminent release of *AH-73M Thunderhawk*. It's a helicopter sim, in the spirit of the movie *Blue Thunder*, which takes current technology and adds 10 years of development. The result is a high-kill power machine with explosive potential.

The Thunderhawk is sent into six different war zones. Each of these battlegrounds contains a single overall objective, with the attacks on it being divided into 10 different missions. Firstly, the main targets are scouted, and secondly they are prepared and finally hit with everything in the Thunderhawk armoury.

Thunderhawks are go!

Thunderhawk is the first sim that Core have created. Normally such games tend to be in the domain of a few specialist coding houses and developers. Core's coders have come to the genre fresh and their lack of historical luggage looks like being a positive boon as they aren't forced to use or upgrade systems from previous projects. And their solutions to the inherent problems of simulations, especially in terms of control systems, could well leave the established masters of the genre looking to their laurels.

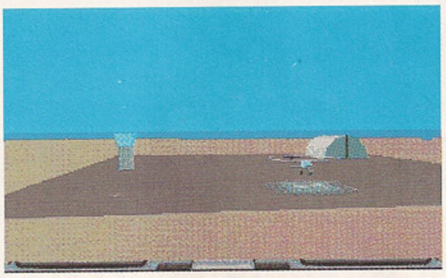
The Thunderhawk chopper can be flown totally with the mouse. Direction, altitude, banking and speed rely on the combinations of the right button and mouse movement. Weapons and targets can be accessed this way too, with the all important trigger living on the left button. There are keyboard commands, for moments of lesser stress, but when the shots hit the fan you don't have to bother with the keyboard.

HUDs up

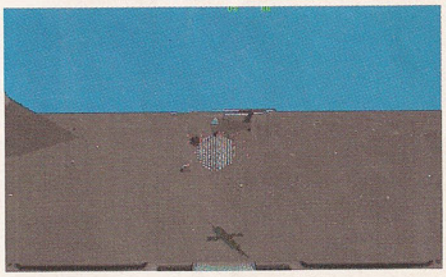
Thunderhawk is a smooth-flying, quick-firing beast. While the demonstration was being given Mac Avery, the programmer, kept muttering about frame rates slowing and how he was going to get things running faster. But, as a player it looked 'chug free' already. The helicopter has a positive feel, nosing down and slipping around in the air. The HUD kicking around with assurance, flicking between its targets and relaying all the info any pilot needs.

Thunderhawk isn't a straight simulation though. It's a battle chopper and that's what the game will force you to do, as all the tedious flying to and from missions is dismissed with animated sequences. Your only take over when target gets near.

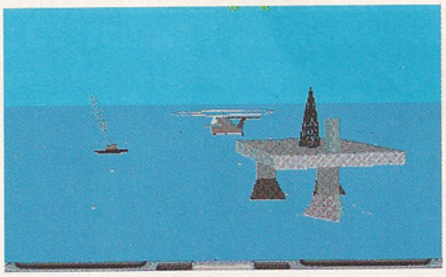
Something frighteningly real happens on the way to the fire-fight forum. Tracer filled AA fire rips up from below, the ship shakes with each impact, while balls of smoke fill the forward vision. The smoke is represented by stippled circles of grey, that flicker in density. Convincing is not a strong enough word. It is pleasantly unpleasant, just how battle sims should be.



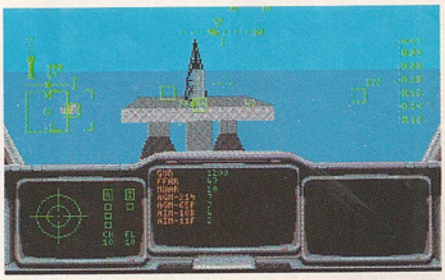
Taking off somewhere in the desert the Thunderhawk gets ready for its first mission.



An armoured truck lets rip with tracers and the Thunderhawk is surrounded with smoke.



An outside view reveals the wreck of a gunboat you targeted earlier. Now for the rig.



Scrub one oil rig! The Thunderhawk is locked on, just hit the left button for the fireworks.

The missions are generally short and the emphasis on action means that the playing area is small, but packed with masses of objects to fly around and targets to shoot. This intensifies the experience and minimises waiting time. Not everything is decided by the power of shot though. The missions will be designed to test every element of the Thunderhawk, from anti-aircraft attacks through to rescue pick-ups.

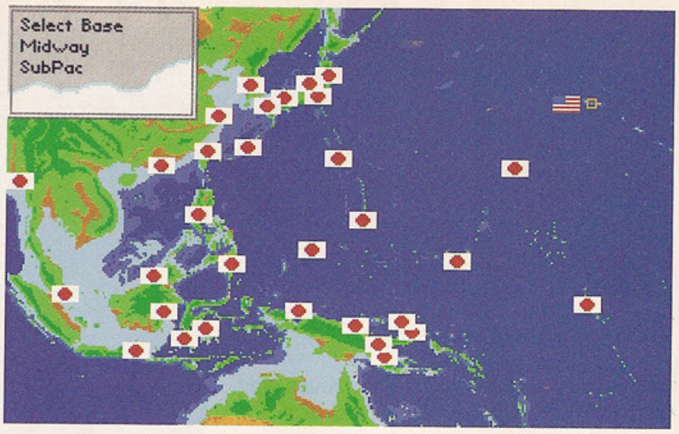
Battle command

When *Thunderhawk* was previewed all the flight code and battle logic were in place but the missions needed play testing as well as some final design touches. These are critical factors because the correct balance has to be struck between playability, fire-power and challenge to sustain lasting interest. Core's arcade pedigree, though, should easily see the *Thunderhawk* over this hurdle.

With *Thunderhawk* Core Design smash the myth that simulations are the preserve of the special few. Their arcade-style roots are still highly visible with the emphasis definitely on battle, but the helicopter itself is excellently simulated. With its easy-to-use mouse interface *Thunderhawk* should be a game that everyone, action fans and sims freaks alike, could play. Which is just as well because with its emphasis on action, it could well be a game that everyone wants to play.



A hit, a palpable hit! Using the torpedoes is tough as they have a tendency not to explode even when they hit, a true trait of the Mk 14.



The playground for the Silent Service. Based at Pearl Harbour the boys from below have to travel the Pacific searching for targets.

SILENT SERVICE II

Publisher – MicroProse ■ Release – September

World War II American submariners were either brave or suicidal. Why? Because the US Navy did not operate a wolf-pack system, so captains ran deep into enemy waters alone and unsupported. *Silent Service I* told this story, and told it well, so why is MicroProse trying to top it with *Silent Service II?* Since they both patrol the same territorial waters, in the same period, aren't they bound to be identical?

Examined with hindsight and not nostalgia, *Silent Service I* now lacks graphic drama and the pulling power of long-term campaigns. *Silent Service II* aims to bring the tension of these anti-Japanese raids truly to life, with captains building entire war careers against a visually more threatening foe.

Full ahead Number One

Silent Service I was, by 1985 standards, highly detailed in both graphics and scenario. For the first time the submarine simulation was more than a duck-shoot where enemy ships dutifully sailed through your arc of vision, begging to be sunk. But, for all its excellent ideas the game was designed to run on first generation Amigas: a 1000, where the Kickstart had to be loaded from disk before the game started!

Six years of technical exploration, coding short-cuts and rising standards later, *SS I* looks its age. *Silent Service II*, MicroProse hope, will encapsulate all the grand ideas of *SSI* with 1991 graphics and sounds. It will also feature a host of game design tricks that MicroProse Labs has learned during the voyage. The game is still in development, it is impossible to cover the entire range of improvements and additions, but there are already a few hints about what's to come.

Up scope

On the graphics front, the new screens mix up straight information charts and action screens, where sprite ships represent your targets. The battle takes place in a sprite environment so this allows 'copper effects' to be used in the background, to bolster the colour count, while the sprites offer detailed targets. In a battle situation, where the view is through binoculars, there's little scope for wild colouring – two blues and battleship grey sufficed for *SS I* – but the coppered effects help submariners judge range and the detail adds atmosphere.

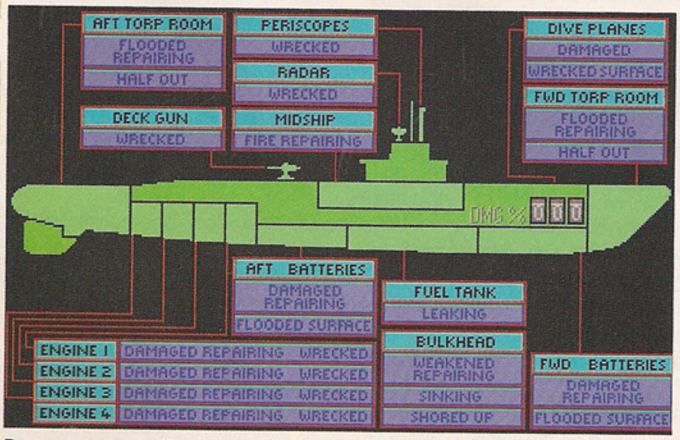
SS I used mechanical reliability to underline realism. Torpedoes had a random chance of being dud for instance. This idea is carried forward into *SS II* with a vengeance. Flawless torpedoes will be offered to the beginner, but experienced captains may choose historically accurate torpedoes. There are now eight different subs to choose from, each with its own strengths and weaknesses. Added to this will be the implications of the difficulty level. Beginners get radar (even before it is actually invented!) and help from the crew in identifying ships. Those who face the ultimate challenge get a hurriedly built submarine that's weaker than normal.

The major addition to the game structure comes in the form of a campaign diary 'war career', that allows you to take the same boat on repeated forays into enemy waters. This is where heroes are made and it lies at the heart of this simulation. In *SS I* you could go on war patrols but the song remained the same. In *SS II* you will have to adapt and adopt new tactics as the war rages.

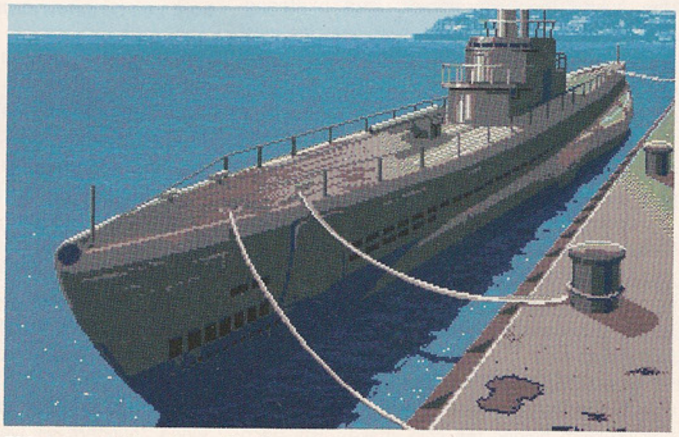
Dive, dive, dive

Sequels of this style can work. Many expected *F-15 II* to be a rehash of *F-19 Stealth Fighter* with a few dogfighting frills thrown in. MicroProse created a game that was highly different and individual (*AF24 90%*), so they should be able to repeat the trick with Silent Service.

The spirit of *Silent Service* remains unchanged, it is still hit-and-run, kill or be killed. But six years of game designing, coding and new ideas gives this sequel a rare chance. It can update and upgrade the original game, giving the Silent Service that 90s look. With the new features, especially the war career, added *Silent Service 2* should take on a whole new personality, and create new challenges. It could be up there (or even down there) with the best sub sims in the seas.



Damage reports like this make good reading. Players on the ultimate level find their subs failing. Being badly built is all part of it.



Ship to port, the place that is not the left side. The Silent Service use no supply ships so repair is always thousands of miles away.

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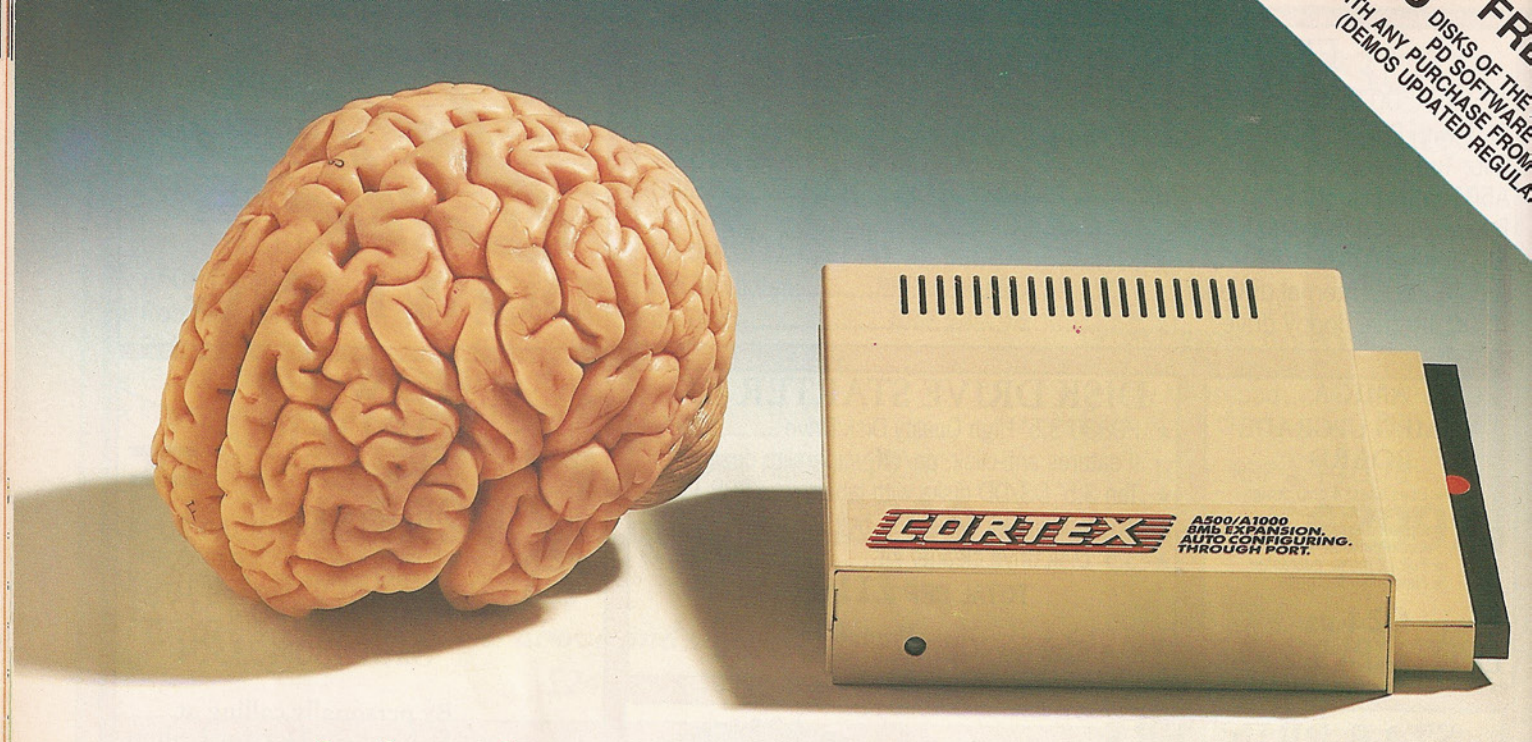
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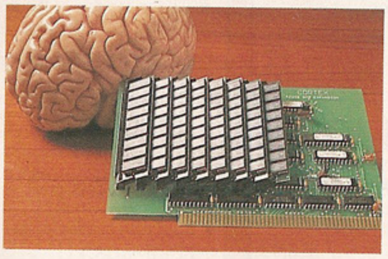
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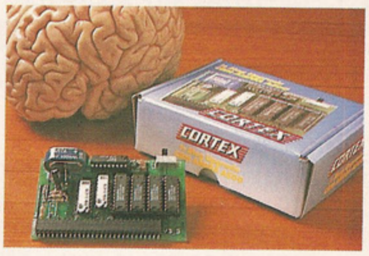
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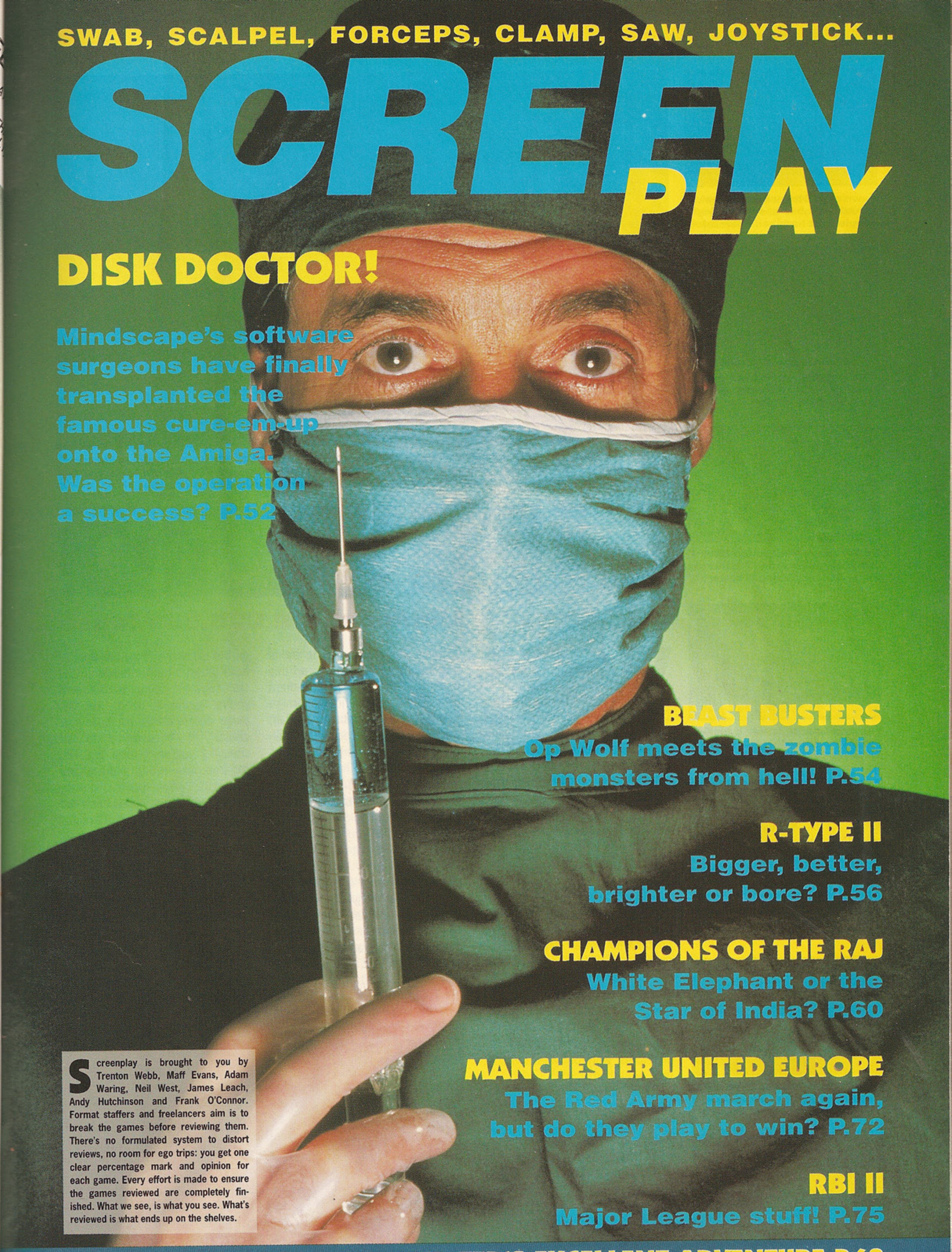
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SCREEN PLAY



DISK DOCTOR!

Mindscape's software surgeons have finally transplanted the famous cure-em-up onto the Amiga. Was the operation a success? P.52

Screenplay is brought to you by Trenton Webb, Maff Evans, Adam Waring, Neil West, James Leach, Andy Hutchinson and Frank O'Connor. Format staffers and freelancers aim is to break the games before reviewing them. There's no formulated system to distort reviews, no room for ego trips: you get one clear percentage mark and opinion for each game. Every effort is made to ensure the games reviewed are completely finished. What we see, is what you see. What's reviewed is what ends up on the shelves.



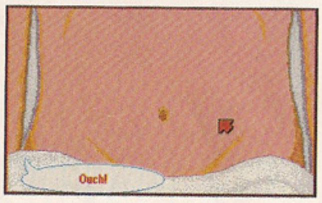
Yawn city! Who needs lectures? A doctor's job is easy. You prod people a bit and then operate!



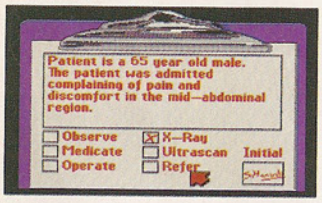
Ah! A patient, my first of the day. What's wrong? Hopefully something surgical.



He does look a bit peaky! Best to have a quick prod with the old finger and see where it hurts.



That's promising, acute pain in a promising area. Sharpen the knife boys, we've got a live one!



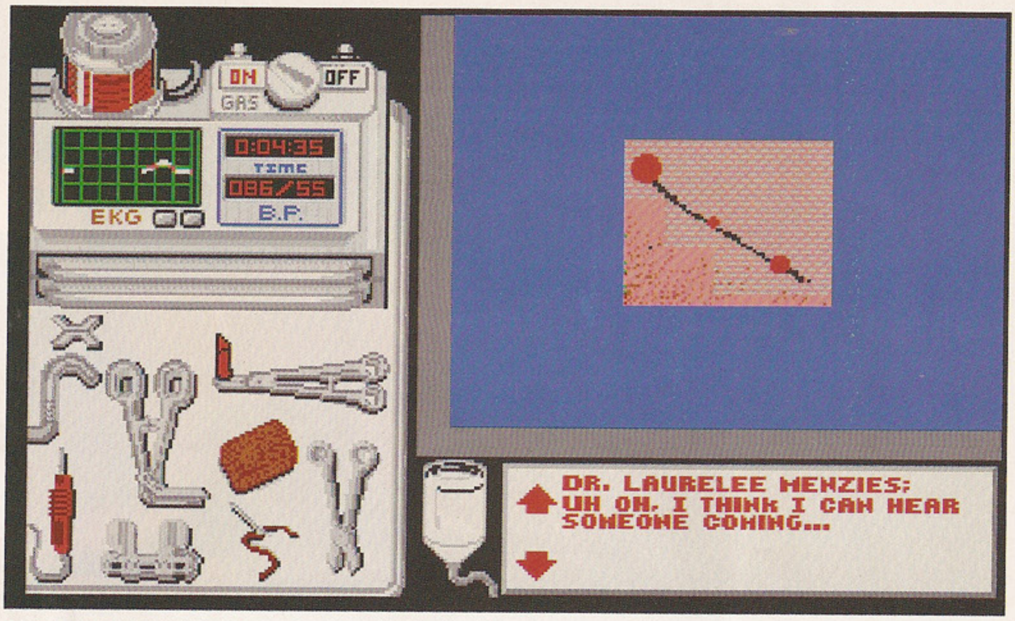
Better run him past an X-ray just to keep the Chief happy. As they say better sorry than safe.



Damn! Kidney stones! That means I've got to refer him and have to wait to get cutting.



The hospital are annoyed I didn't follow the proper procedure. So it's back to school for me.



Oh no it's all going horribly wrong! The doctor has forgotten something and the head of surgery can be heard walking down the corridor to take over. It's yet another frustrating failure in your bid to control *Life and Death*. Now you'll have to go back on the wards until another appendicectomy is ready.

LIFE AND

Mindscape ■ £25.99 Mouse

Why do surgeons wear masks? It's so we can't recognise them in a Police line up? Playing *Life and Death* will make you wonder. It's a medical adventure where you've given the power to heal (or kill) in a struggle to cure the stomach troubles of the world. If such a concept sounds strange, that's because it is. Do people actually want to play a surgery simulation? Can the thrill of cutting folks up on the table justify a game?

Paper Mask

Life and Death is an abdominal adventure. You sign in as a trainee doctor who's after some hands-on experience with real live – at least for the moment – patients. As an abdominal specialist, kidney stones, intestinal gas and appendices are your bread-and-butter. You're task is to poke around peoples tums, work out what's wrong, then treat them.

The routine is simply enough. You wander the lobby until a patient's ready for examination. When you're told where they are, a quick click on the relevant door whisks you into the room ready to play doctor.

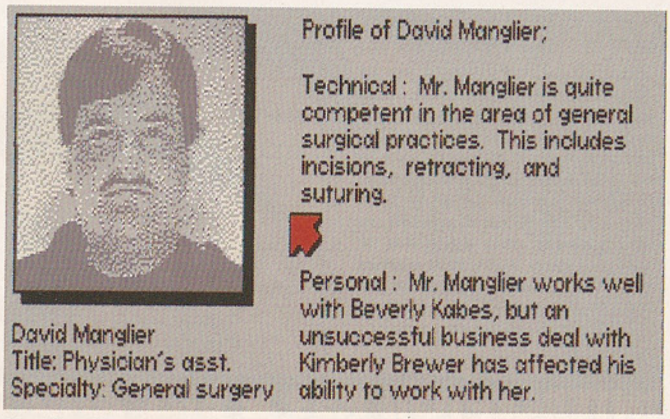
This is where *Life and Death* is at the patient front line. Their life is in your hands, quite literally, as the first line of diagnostic defence is your own digit. A thorough prodding of the person's stomach shows where they're hurting and is the main source of clues on this medical mystery tour. Touch them in a tender zone and the Amiga squeals on the patient's behalf, while repeated prodding in unaffected areas gains little more than a "feels fine doctor".

Carry on doctor

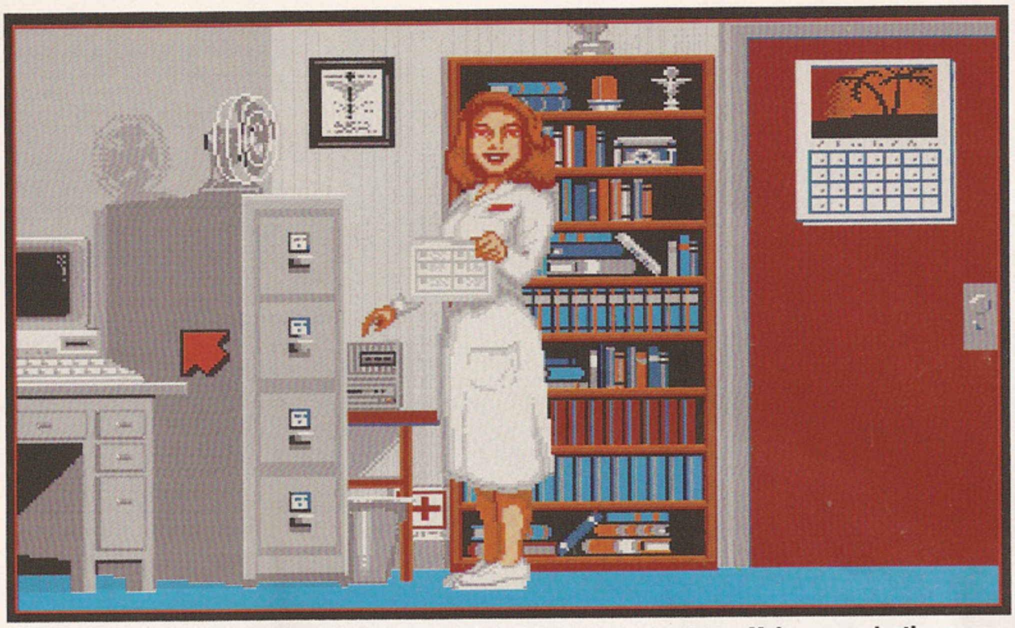
Hanging on the end of the bed is a chart that tells you the patient's symptoms and together with the info gained from the prodding pains, you must diagnose their condition. As many of the symptoms are similar for totally different ailments, this introduces guesswork and gambling into the process. But, well, they signed the release form didn't they?

Treatments are recommended on the clipboard. You, the doctor, have to mark up the board so the staff know the course of treatment you've decided upon. Usually, these are referrals to renal specialists or observation to let intestinal gas work itself out. Get the treatment wrong and not only does the poor patient quickly croak, but you are called back into the lecture hall for a riot act recital about incompetence.

Every mistake forces you back into the classroom, where the hospital's head honcho tells you exactly where you went wrong. You have to comply, clicking through each information screen even if you don't read it. It forms a useful method of error correction but can be frustrating as when you're told for the 15th

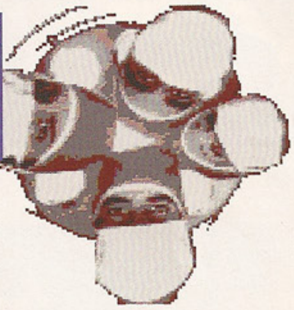


Reading the personnel file on another doctor not only lets you know all about their surgical skills but also their private life. Interesting!



This nurse will help you choose other members of staff for your surgery team. Make your selection carefully as some doctors don't get on and others are more skilled. These are the folks you'll be looking to for advice during surgery so make sure they know what they're doing and won't spend the time bitching.

DEATH



time that X-rays weren't necessary. The patient lived didn't they? They had medical insurance?

Flatliners

For the first few hours *Life and Death* is mainly concerned with wandering from room to room, guessing illnesses and hopefully curing peeps. The manual offers good advice as to which symptoms indicate which problems, but soon you begin to wish for that 'live' one. An appendicitis and an operation! This carrot is needed as there is precious little to do on the diagnosis front. The game rapidly falls into a prodding, X-raying and murderous malpractice routine.

Operations provide the prime motive for continued play and prove to be tense experiences. There's a strict procedure that has to be followed on the table and too many mistakes summon the chief of surgery who promptly throws you out. After waiting for the chance to get at someone's insides this is the last thing you want. So, once again the manual and educated guess-work take over as you scrub, sterilise, anaesthetise and cut your victim.

M.A.S.H.

The need to get the procedure correct makes operations intense. The manual gives good guidelines but you have to flip around and find the relevant bits. With the machine that goes ping sounding in the background, comments from your colleagues and the medical gibberish to overcome, *Life and Death* starts to pay dividends when the blood starts to flow.

Operations are realistically tricky and the first attempts are doomed to failure. If the patients are lucky they may survive, if you're lucky the lecture in medical school won't be too long. Unfortunately operations soon become as routine as the diagnosis. Once you've learned what to do and what to look for then the tension begins to evaporate.

Life and Death lacks long-term variety, there simply aren't enough different things for doctors to mess up, and it really needs state-of-the-art pics to bolster the medical nightmare. Unfortunately, *Life and Death's* graphics are solid and functional not inspirational. They support the game but do not promote it.

Dr Doolittle

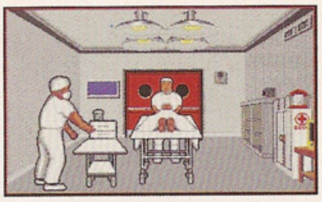
In a game with no point except curiosity, there has to be vast amounts to see and do. Life and Death initially delivers, with a confusing array of treatments, symptoms and actions. What needs to be done becomes apparent all too quickly though and the game loses pace. Operations provide a strong secondary interest infection, but this too is quickly cured once the correct techniques have been practised. *Life and Death* is a bold idea that doesn't quite make it through to the conversion operation, somewhere the gameplay catches cold. It's fun for a while but don't expect the patient to live long.

Trenty Webb

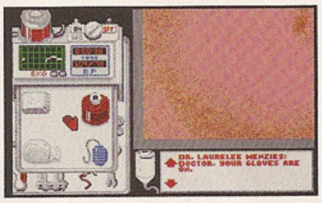
VERDICT

- A strange concept: a surgery simulator.
- Functional graphics fail to convey the true gore!
- Initially confusing fun but rapidly becomes a bit routine.
- Operations are entertaining and taxing.
- Fun for a while but loses its cutting edge.

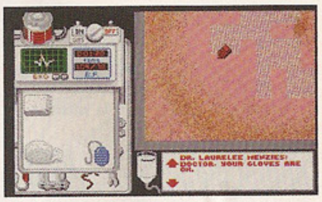




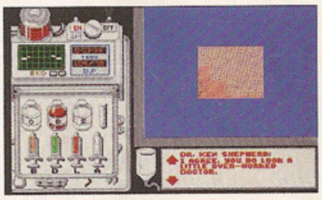
At last a real live operation! Right, get the gas on, the patient sleepy and it's time to roll...



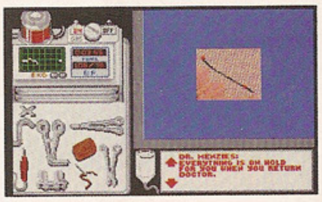
What was first? Yeah, scrub-up and put on the gloves. No fingerprints that way, no proof...



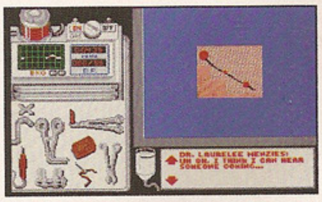
Get the antiseptic rub out and smear it over the area you'll cut. They won't feel a thing.



Pull the drape over the patient, it would be terrible to spill blood all over the neat, clean table.



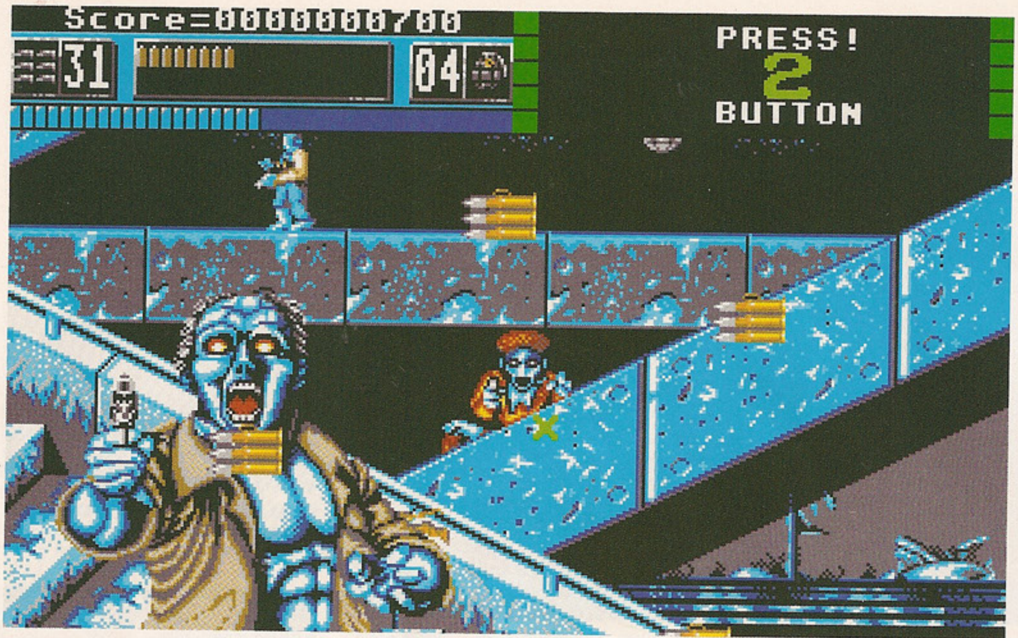
There's the cut. Strange I feel a tad queasy. No one told me that there would be blood!



Oops they're slipping away! Panic! What do they do in the movies? Help!



Returning to medical school is probably a good idea, I made a few tiny errors last time.



This guy is most certainly not going to be your friend. You can tell by the look in his eyes. He's not the only one either – the city is filled with creatures that look too ugly to get a part in a George Romero film. So what do you do with monsters like that? You waste 'em, that's what!

BEAST BUSTERS

ACTIVISION ■ £25.99 Mouse

There has been a fair number of films about marauding zombie creatures. From the recently televised 'Carnival of Souls' to the more frantic, violent films of Sam Raimi and George Romero. *Beast Busters* owes more to the splatter genre of the latter directors rather than the former classic Sixties suspense drama, with heavily-armed creatures of the dead wandering around a damned city causing all manner of havoc.

Day of the dead

The game places you as part of a troubleshooting team that has been sent to the city to try and determine the cause of the strange disappearance of the inhabitants. The previous attack teams didn't last long, sending back very little apart from some garbled messages about shambling forms emerging from the ruined buildings and quickly overpowering the investigators.

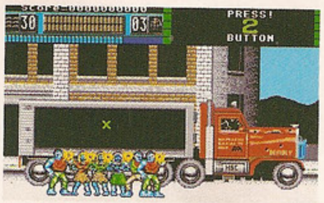
The powers that be have come to the conclusion that everyone in the city is dead: overpowered by the strange creatures there. This time, the investigation is to take on a more military approach. Two mercenaries have been selected to enter the city and blast their way through until an answer to the mystery has been found. However, as you enter the shopping mall on the outskirts of the city, you discover the depth of the problem. The building is overrun with zombies, crawling out from every corner and they are intent on destroying any interlopers.



As you go up in the lift, ghostly birds lift zombies to hurl Molotov cocktails at you. A swift shot in the right place will stop them.



At the top of the lift shaft, you come across these two delightful persons who are just dying to meet you (you're fired - Ed).



Articulated trucks are one possible way of escape. Well they would be if they weren't crammed with zombie killers!

After a short skirmish, you decide to flee the city, only to find yourself trapped by a hoard of zombies. There's no going back – you must defeat the creatures and solve the mystery.

The game itself is an *Operation Wolf*-style blast with you guiding a sight with the mouse, on your journey through the infested city. After fighting through a particular area the zombies will summon-up one of their leaders to try and stop you from escaping. After killing this creature, you earn a short rest before you hurry on to find some more clues.

As well as all manner of strange monsters to kill, you will come across floating pick-ups which drop from the decaying structures. These include ammunition clips to reload your gun, rockets, grenades, fragmentation bombs and gas grenades to take out a wide area and medical kits to repair damage.

Zombie holocaust

Beast Busters is not the first Operation Wolf-inspired game to appear in the arcades, but most have been converted to the Amiga with more success than this. The original coin-op is pretty good fun, with the strange combination of a military blast and a Romero zombie film making a fast, frantic and remarkably tongue-in-cheek shoot-em-down.

The graphics of the coin-op have been converted reasonably well, giving a fair Amiga representation of the zombie action. The sound, on the other hand, is pretty dire, sounding weak and feeble rather than menacing.

On the gameplay side, the action has suffered a great deal during the conversion. The going is painfully slow, with the difficulty being in moving the pointer fast enough to keep up with the juddery animation. Things jerk about the screen so much so that it becomes close to impossible to work out where the hell your supposed to be firing, a point which isn't helped by the cursor being the same colour as some of the backgrounds!

It has been proved that this kind of game can be done well on the Amiga, but unfortunately, *Beast Busters* hasn't really converted well at all. The action is far too slow, disk access is pretty hefty and there isn't really a great deal of challenge. After only one go, it can almost be completed.

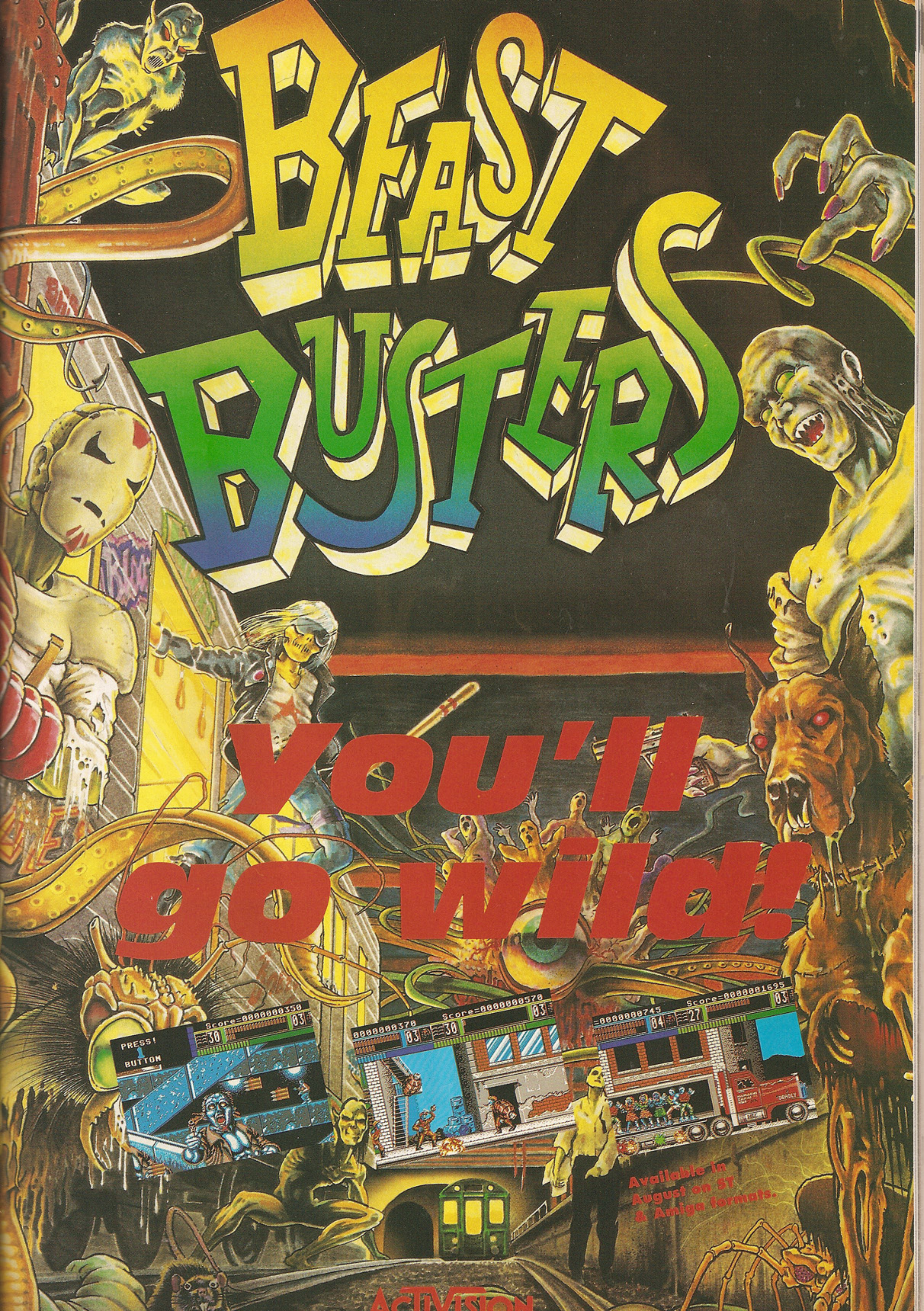
Fans of the *Beast Busters* coin-op should tread very warily before buying this version. In fact they'd probably be better off saving their money and clocking up a few credits down in the arcade.

Maff Evans

VERDICT

- **Bright graphics which vary from being close to the coin-op to messily drawn, wobbly sprites.**
- **The slow animation and action doesn't reflect the feel of the original too well.**
- **Dire music and rather weak effects add little to the gameplay.**
- **A far from challenging blast which won't keep you busy for much more than a few goes.**
- **A disappointing conversion of a fun game.**

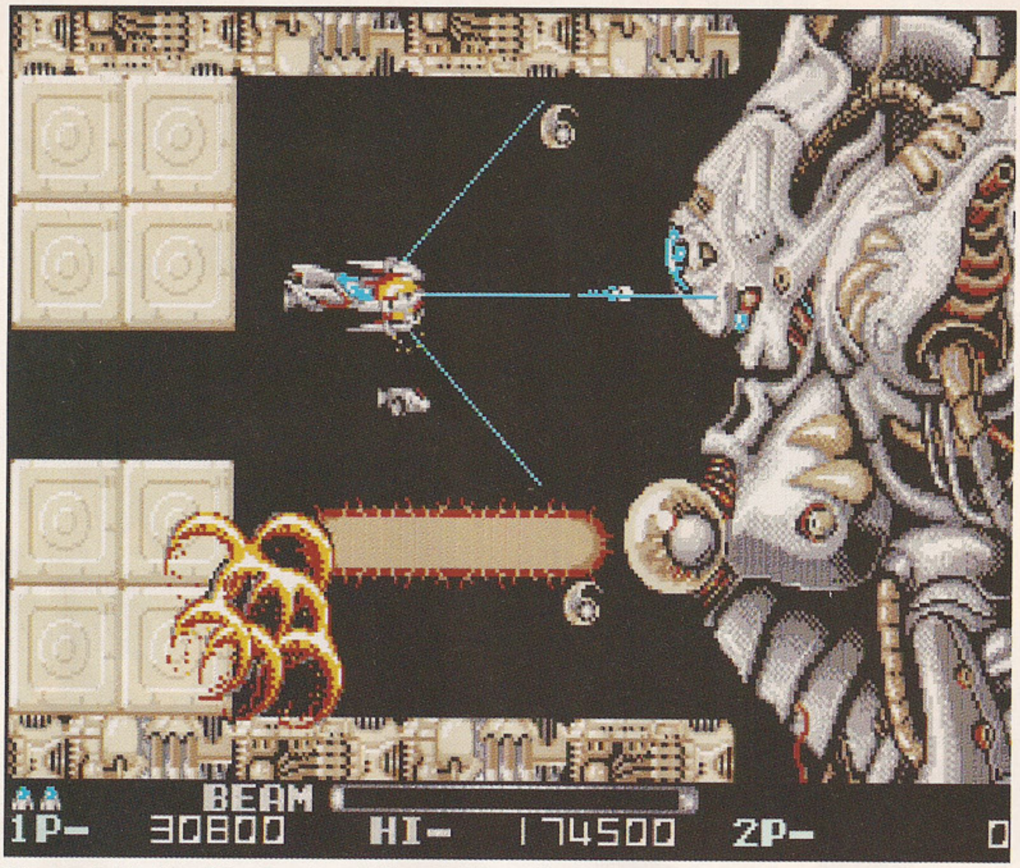



BEAST BUSTERS
You'll go wild!
Score=0000000350
PRESS!
BUTTON
Score=0000000570
Score=0000001695
DEADLY
Available in August on ST & Amiga formats.
ACTIVISION

Back in the early days of video gaming, there was little choice of games if you wanted to play a horizontally-scrolling shoot-em-up. There was either the archaic *Scramble* or *Defender*. When a game called *Nemesis* appeared in the arcades and it spawned a whole new breed of horizontal blasts, because it had a progressive weapons system. The ultimate sci-fi shoot out to incorporate this system didn't actually appear until a while later.

The game in question was *R-Type*. With its Alienesque graphics, impressive weapons and somewhat disgusting enemies, it soon became the object of a large number of ... er ... 'tributes' (yes, let's be diplomatic about this). Well time waits for no man (and no arcade game) so the inevitable follow up game duly appeared.

After the defeat of their first attack force, resulting in the failure of their attempt to invade our solar system, the Bodean Empire retreated to reassess their combat tactics. Despite our vigilance and constant surveillance, the Bodeans have become rather more cunning. They have managed to amass an even more devastating army and have launched a masssive attack on the outer reaches of the solar system. Their forces are heavily armoured and show no signs of retreat. The Earth must draw up a suitable battle plan. It's time to unveil the new R-10 fighter.



The dreaded Bodean Giger-Creature at the end of Level One isn't as feeble as his previous incarnation. A combination of steel armour and weapon-loaded prosthetics make it a more formidable opponent. It's going to have to be the mighty fragmentation laser that deals with this little beauty.

R-TYPE II

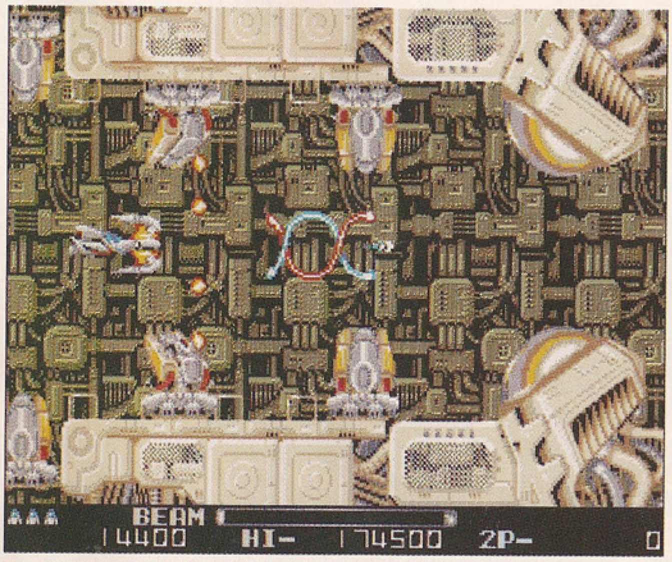
ACTIVISION ■ £25.99 Joystick

The jewel in the crown

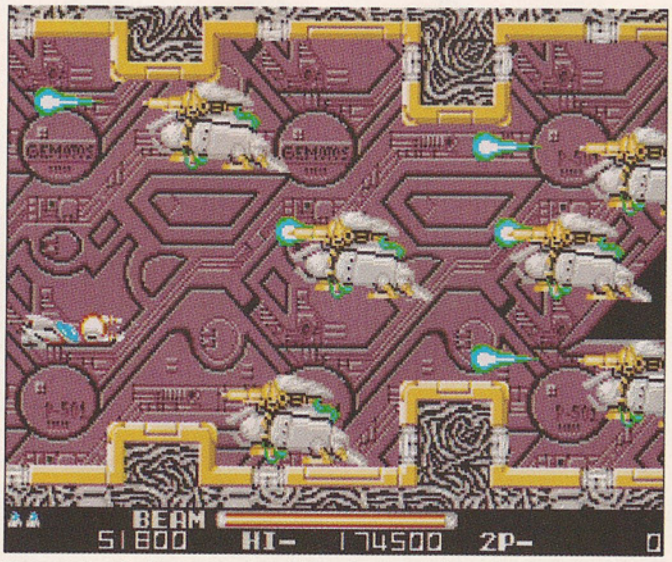
The new line of R-Type fighters retains the distinctive styling of their predecessors, along with an enhanced jewel-weapon loader.

The jewel-weapon allows the R-Types to blast enemy pods to reveal the crystals powering the units. Once these crystals are collected the jewel-weapon can produce an image of a weapons pod, which can either be held in position behind or in front of the ship, or flown independently to launch attacks in the heart of enemy fleets. By picking up more jewels the R-Type can improve the image's attack capacity with a whole host of variations on the pod, including spiralling lasers, missiles, reflecting beams and side-firing firebombs.

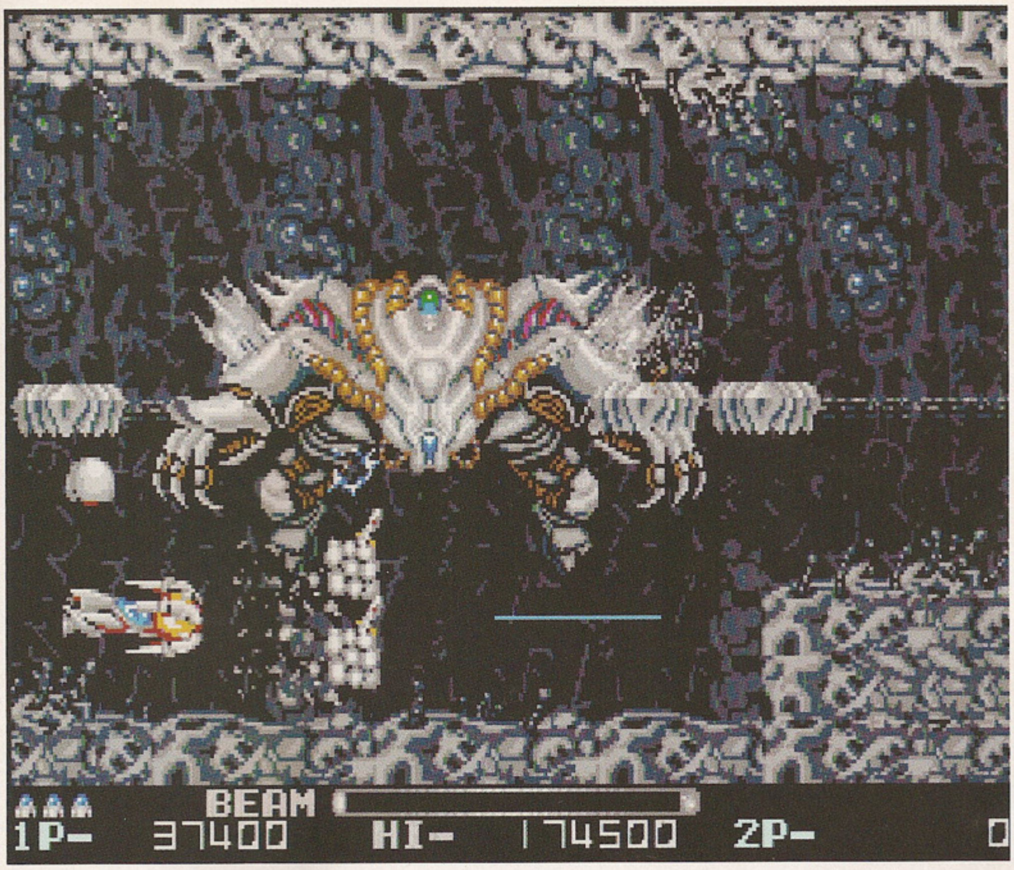
In addition to the jewel-weapon, the R-Type has its own built-in laser shot. This can either



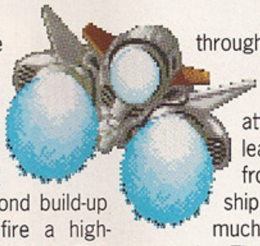
These mobile cannons shouldn't pose too much of a problem – especially when you're armed with a full-power spiral laser. The missiles should take out any stragglers, so blast right through!



The mechanical maze on Level Four boasts a formidable army of jet tanks hovering in your way. Dodge their blasts and clear them off before you reach the moving walls or you'll really be in trouble.



The second asteroid in the Bodean defence is littered with water-filled caves. Most of the little shrimps are laser fodder, but this twisted space crustacean is a rather more difficult obstacle. Not only is its shell as hard as nails, but it drops mortar launchers from its belly. How disgusting!

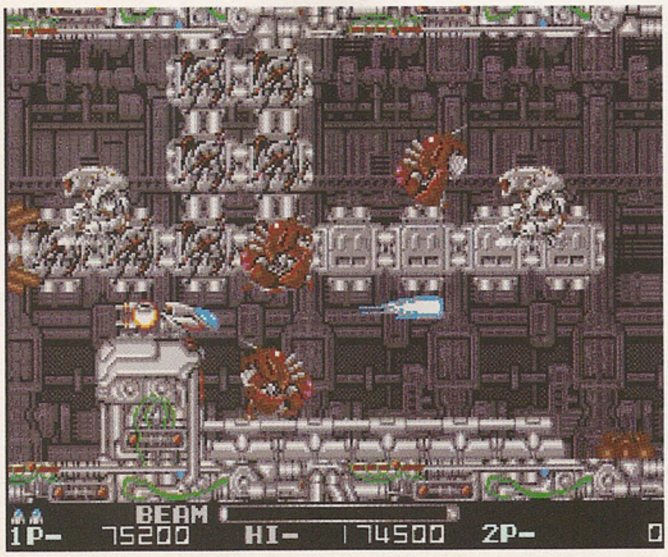


be used to fire a single blast or energised by holding the trigger for a few seconds. A single build-up sends a large laser blast firing forwards, while a second build-up causes the ship to fire a high-power fragmentation shot. This sends a spreading pattern of firebombs across the screen destroying anything in its path.

Slime and steel

Your ship isn't the only one to go through some changes. The Bodean fleet have also revamped their attack fleet. Having learned their lesson from the first defeat the ships in the fleet are now much more heavily protected. They have harnessed power units to large asteroids, using them as huge interplanetary cruisers to carry their fighters to the war zone. Within these mighty rocks the Bodeans have constructed tunnels containing squadrons of fighters. At the end of each of the sections a large command ship must be confronted, and the weak point found before it can be destroyed.

As you progress towards the Bodean Command HQ the going gets tougher, with underwater caverns, various mutations, floating ships and gun emplacements to contend with.



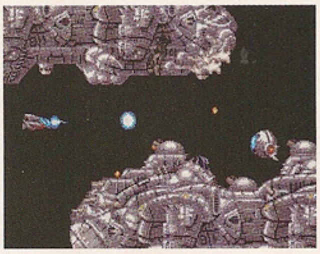
As you get closer to the heart of the Bodean fleet, you must enter this metallic arena where the builders construct steel barriers in front of your ship. Oh, there are Bodean soldiers to avoid as well!

Second time around

The basic gameplay and overall appearance of *R-Type II* hasn't changed a great deal from the original game. However, the extra weaponry, graphical touches and generally increased difficulty make it a decent enough challenge in its own right.

The graphics are a very good interpretation of the coin-op, with loads of colour and a large number of impressively sized sprites whizzing about the screen. The sound is pretty much identical too ... unfortunately, because the coin-op's audio delights were less than impressive. Still, if you liked the original music, it's horses for courses.

The coin-op was an incredibly tough game and the conversion is equally as hard. Occasionally, the going seems to be a mite too difficult, more so than the arcade version, leaving you feeling trapped in a certain location. Perseverance reaps its own rewards though, and the feeling of achievement is pretty good once you've beaten that particularly difficult alien.



Trapped between two Bodean cruisers is not a good place to be without a front weapon. This fragmentation laser blast should take out a few targets though.

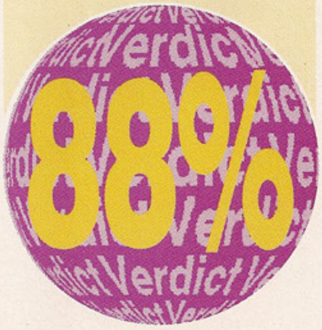
Sometimes the fact that the playing area is smaller than the coin-op means things drift on from the side of the screen, but when you can't see them they cause massively frustrating deaths. The other annoying point is that sometimes gun emplacements and aliens stay alive when your shots pound into them, when on previous occasions they had exploded into a mass of flame.

Still, these few quibbles aside, *R-Type II* is an impressive conversion of a challenging and addictive blast, which will appeal not only to fans of the arcade original, but also to lovers of frantic laser-pulsing action.

Matthew Evans

VERDICT

- **Extremely accurate graphics and sound capture the excellent feel of the original coin-op to a tee.**
- **Extremely tough gameplay frustrates at times, but persistent types will find winning through rewarding.**
- **Restrictions in the playing area make following the action a tad difficult at times.**
- ***R-Type II* is a well converted and frantic shoot-em-up with just a couple of minor flaws.**

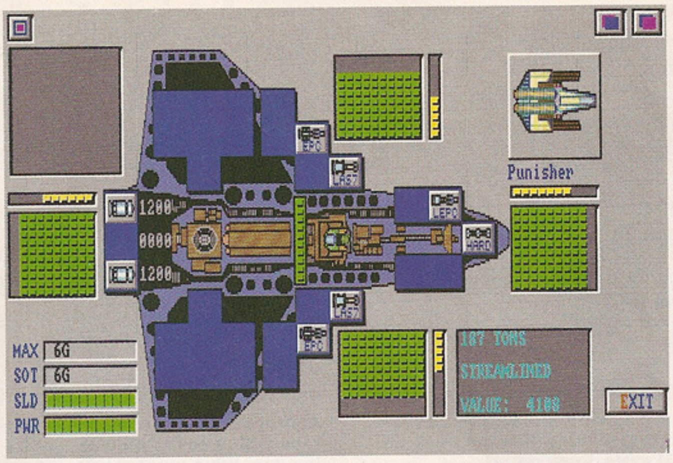



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Pretend it's the 67th century. Galactic federations have come and gone *Twin Peaks* is still on telly. In this distant future, though, there aren't any wars, but everyone's not at peace. Inter-galactic lawlessness is rife, providing the military with something to shoot at.

You command a squadron of up to six deep-space battlecraft, chosen from a list of a possible 30. The ships have different weapons, armour and manoeuvrability. You also select the pilots of your vessels (from a list of several races and sexes).

Right. You've got the pilots, the ships and hopefully the bottle. It's time to enter a mission and



The data screen gives you the low down on your hardware. Check the armour, weapons and power of your ships before you set off. Oh, and don't forget to top up the windscreen washer and adjust the tyre pressures for warp-flight and empty the ashtray out of the window.

points being awarded. These will buy you better craft and weapons for the next bout of conflict.

Bore wars

The game doesn't run in real-time, there isn't any sense of excitement or urgency about it. There is a two-player mode which assumes you can convince somebody that Interceptor is interesting enough to play. It doesn't add significantly to the amount of fun you'll have.

Interceptor was originally a board-game. The idea worked there because it wasn't too complex. This is its downfall on the screen. It's far too simple. The computer opponent plays a rigid, easily-anticipated game, so unless

INTERCEPTOR

STRATEGIC SIMULATIONS INC (US GOLD) ■ £24.99 Mouse

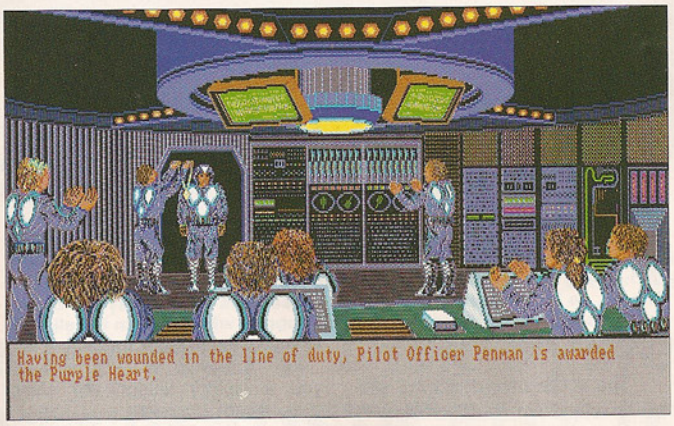
prepare for combat. Firstly, you will get a briefing on who you're fighting and why. Then you move to the map: a rectangle divided into a hexagonal pattern. The ships move around from hex-to-hex in any direction, but if they leave it, they're deemed to have scarpered without trace, and can't take part in any further battle.

Put a hex on

At the start of combat, your ships face the enemy's at long range and you take turns to manoeuvre into a position where you can open fire (ideally from behind an unsuspecting target). Each ship flashes as you decide what orders to give. Then all the ships chug around the hexes, hopefully putting you in a position to blast the twisted space crustaceans in the enemy ships.

You then try to avoid getting blasted and hope your shields last longer. And that's it. It's all in two dimensions. It's all on the one hex-grid and it's all like a sort of *Battleships* game. You simply control where your ships are heading, how fast they're going and which weapons they're using. Everything else is done for you.

When any ship is hit, a damage screen is called up. This lists in impressive detail the state of every system on-board (including which have been knackered by the attack). The screen appears for any ship which is hit. If it's yours, you have the option to jump to safety. What constitutes safety in deep space, surrounded by fighting craft, razor-sharp wreckage and lasers isn't made clear, though. Kills result in Prestige



Penman (your rather hopeless pilot) gets awarded all sorts of gallantry medals for bravely leaving his stricken craft just before he gets involved in an exchange of fire. He'll probably get stripped of his commendations when they see the nasty state of his underwear.

THE EMPIRE STRIKES BACK



The battle rages on in the coldest regions of space. Targeting computers show who your men and women pilots have locked onto. There's a target acquisition arc of about 60 degrees in front of each craft, so keep the repulsive space beings firmly in that, and you're laughing. It's best to keep your formation tight so that each ship can watch the back of the one in front (like the circles of covered wagons in the Wild West). Also, if you can bring all your guns to bear on one enemy craft you'll probably wipe him out in one turn. And in space no one can hear you blub.

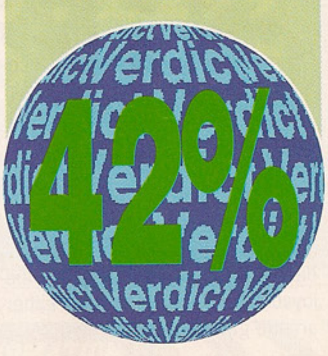
your mouse slips and cocks things up, you can't really lose. Well, your pilots could all desert through sheer boredom...

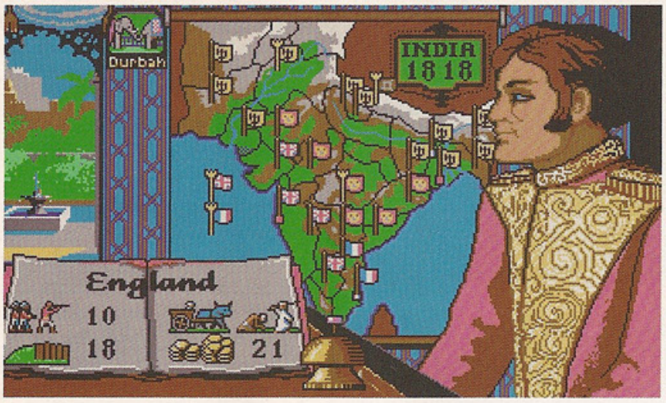
The atmosphere is spot on. If you're a sci-fi fan you could easily get immersed in the different types of ship, aliens and history of the Federal Empire. There's a wealth of detail, so your imagination can get into warp speed. But it'll crash back to Earth painfully when you start playing the game proper. It's not 16-bit stuff at all, and no amount of frills and scene-setting can hide what is a boring game. Space cadets should steer clear of this hulk.

James Leach

VERDICT

- *Interceptor* is nicely presented, and very atmospheric.
- There's plenty of sci-fi detail to wow you.
- The game section is very simple and limited.
- You could play it just as successfully on a few sheets of hex paper.





Surveying the Emipire, our Champion checks out the stats on the home front. All the information needed is displayed in the book on the table. England's doing well, but it's not doing great!



Another Champion has challeneged the UK's champ to an elephant race which has to be won. Senna tactics pay here, protect that racing line, drive aggressively. "Gentlemen start your elephants."

CHAMPION OF THE RAJ

PSS ■ £25.99 Joystick, mouse, keyboard



These icons (above) are used to command troops in battle. They are limited but effective enough to see off most opponents.



A Thuggee killer tries to top the Champ, so it's swords at sunset. Dying here is Game Over, so be careful out there.



Potential Champions will meet these guys often. They are the Thuggee who drops in to tell you that you've lost the game.

Champion of the Raj is Level 9's attempt to capture the intrigue of Imperial India. This coding team have proved their expertise in the field of adventures, but *Champion* takes them outside this realm, into a strategy and arcade world. Has the style swap been a success?

Champions rule India via a map. Through it they talk to, try to impress and battle each other. It ties the disparate elements of the game together, from arcade-style elephant races to the full-scale battles. First, you identify the region on the map, then select one of the actions offered when the in-depth info is displayed.

Joystick jugglers

Champion equally stresses economic dexterity and battlefield ability. Firstly, India must be conquered by the force of the Red Coats, then kept law abiding, and industrialised and respected by competing rulers. The skills needed are juggling the tax expenditure through to waggling the joystick for the adventures – either arcade games or full battles.

The actual mechanics are simple in operation, but complex to plan. The states under your viceroy's command must be economicaly sound and militarily strong. Both industry and armies have to be built up, but both draw on the same resources. On top of these material elements comes prestige, which must be improved with public shows of wealth and valour. Undercutting these strategies lie the random element of the Thuggee cult, who lead rebellions and attempt assassinations.

Finding the correct tactics takes playing time, as you watch other rulers sweep to power. It then becomes apparent where cash should be spent, who to attack and when. It lets you get the feel of the sub-games, practice assures that they can be turned to your viceroy's advantage. A champion of the Raj has to be a jack of all trades, and a master of all.

Manual labour

The first hurdle for a would-be viceroy is the manual. It says much, but explains little. It lacks clear diagrams: it will readily give you a history lesson but shies away from a simple explanation, and advises players that hard disk installation improves game speed, but doesn't say what to do.

Champion is a melange of strategy, battlefield and arcade styles. All fulfil their avowed function, but, none of them are particularly strong. The arcade games are slow and are easily beaten, the battlefield allows little deep strategy above charge, retreat, encircle etc. The economy section lets you spend cash, but not determine how much is taxed in the first place.

All that glistens...

Champion lacks speed. It loads each statistic screen for each state separately and takes time to switch between styles of play. Even the arcade sections lack speed, and getting in and out of these sub-games requires two more loads. It's annoyingly slow with two drives, but single drivers – and the associated disk swapping – may feel the game's played in real time. And in *Champion* you've only one turn a year.

Graphically too, *Champion* falls flat. It tries to capture the colour of Imperial India using bright, single colours. Only 16 colours are used though, and while bright they appear flat. All the information is conveyed clearly, but when compared to similar arcade/strategy empire epics like *Carthage* or *Centurion – Defender of Rome*, the graphics don't make the grade.

Champion works as a strategy/arcade challenge, but is slow and uninspiring. It lacks the depth of a true strategy game and the speed of an arcade challenge. The graphics fail to convey the mystery and majesty of India. The slightly confusing manual works to frustrate the game when it should be looking to put its addictive hooks in. *Champion of the Raj* works as a game, it simply doesn't play well enough or fast enough to maintain a viceroy's interest.

Trenton Webb

VERDICT

- Broad canvas strategy challenge, but perhaps too broad?
- Repeated loading and disk swapping sap the playability.
- Bright, solid graphics appear flat.
- It's a tough game to win, covering several game styles.
- The lack of speed gives the game a tired and tiring feel.



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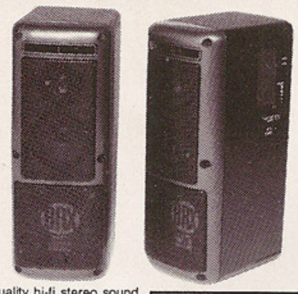
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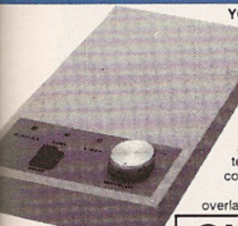
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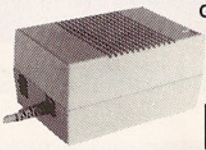
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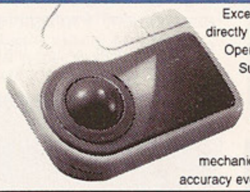
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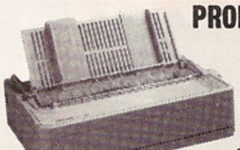
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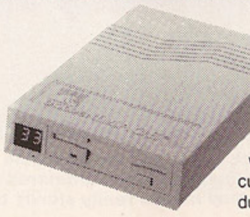
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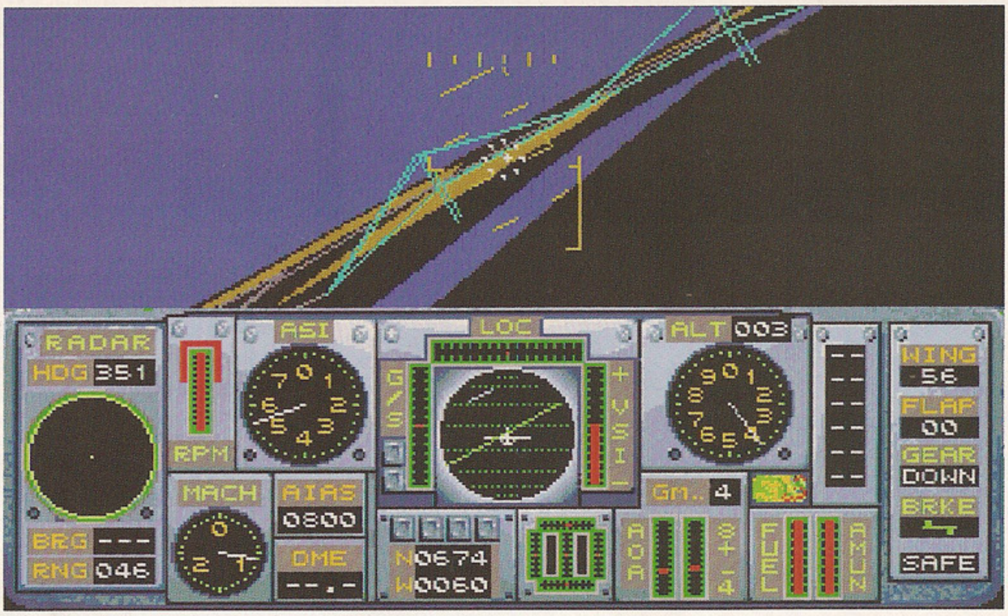
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Proflight is not a game. *Proflight* is not a utility. In fact, *Proflight* doesn't readily fit into any common computing category. It's a flight simulator based on the Tornado, yet it is so vastly different to the likes of *F-19* and *Falcon* that comparisons are awkward, if not impossible.

Proflight is a flight simulator not a fight simulator. Combat is offered as an option, but accurate flying is emphasised before accurate firing. *Proflight* hands you the stick of a modern fighter aircraft, a world in which to fly it and more options than a man can eat. The Tornado can be tailored to test, try or thrill. There is no explicit aim (high scores, promotion, a war scenario) just a high-tech craft that can be made increasingly realistic.



Good evening ladies and gentlemen. Please fasten your seat belts we are about to encounter some aerobatic turbulence caused by me flying loops under that bridge. There is no need to panic though, as I have turned the crash inhibitors on, so no matter how fast we hit the floor, everyone will walk away.

Temptation

Booting up lands you at the end of the runway, engines off. It's possible to power-up straightaway and rip into the skies because, as with any flight sim worth its fuel, the temptation is to press every switch or button. Using just the key chart and the default set-up of the Tornado, it's possible to get the plane airborne immediately and check out the *Proflight* world.



Barrel rolls through a city block, illegal, dangerous and fun!



PRO

HI-SOFT ■ £39.99 Joystick,

The normal polygon mountains, bridges and buildings litter the skyline, daring pilots to buzz them. Once airborne, though, you quickly quit sightseeing and grab that stick, as the Tornado has a threateningly real edge. When the wings sweep back and lift is reduced, control starts to ebb away. Throwing the nose up into the sky soon induces a high altitude stall. Multiple similar, smaller, touches reinforce this reality level – even on the default setting – telling 'experienced' silicon aviators that the flight equations here are good.

Day or night, in good or bad weather, *Proflight's* world is full of sites to catch the eye of the curious. Flying through clouds temporarily blinds you, but has to be done. Wire-frame bridges are begging to be flown under, tower blocks demand you try to weave a way through at high speed. Most flight simulators sport such objects though and in terms of environment *Proflight* offers little new. But the good flight routines and the potential for exceptionally fine control (via adjusted analogue joystick or mouse) allow the plane to be pushed to the limit.

UP, UP AND UPGRADE

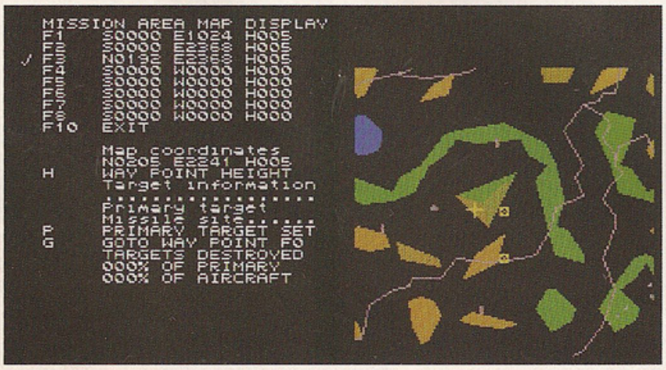
HiSoft, the makers of *Proflight*, are better known for serious utility software. They have managed to carry over many good habits into the leisure arena though.

The two most obvious areas where this has happened is the excellent manual and the offer of low-priced upgrades when they become available. There are no firm details of what style upgrades will take, but Proflight pilots should be assured of a continually evolving simulation at little extra cost.

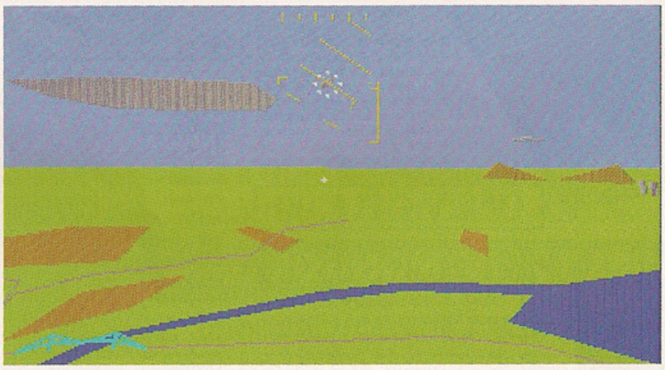
Reality problems

It is the realism and the ability to control how many 'real world' hazards confront pilots, that makes *Proflight* a superior sim. Wind buffeting for instance, can be non-existent, mild or fierce. The payload of the Tornado can be set to remain constant, or, affect the performance as stores are used. And, as pilots become more proficient, combat falls into line as another hurdle implicit in mastering the Tornado.

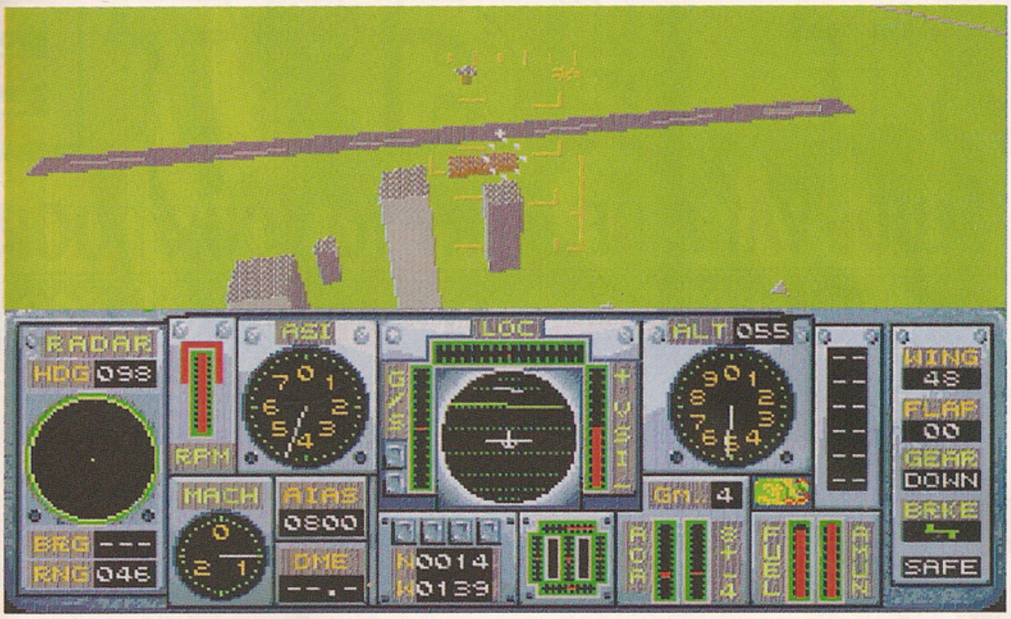
Becoming an expert *Proflight* pilot is the only aim. *Proflight* is designed so, as more experience



So turn left at the mountain, go on a mile to the lights and you can't miss it. No more map-reading nightmares now as you place your own waypoints. The map moves really slowly though, so be patient!



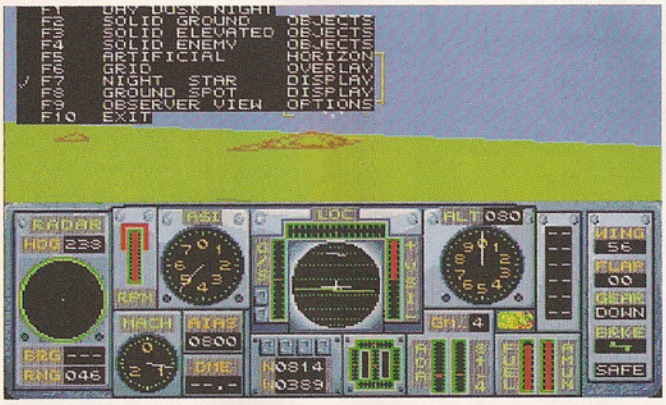
Ah, now turning the instrument panel off wasn't an altogether good idea, as you now you have no idea how high you are or where you're going. Such little details, though, don't bother those with right stuff!



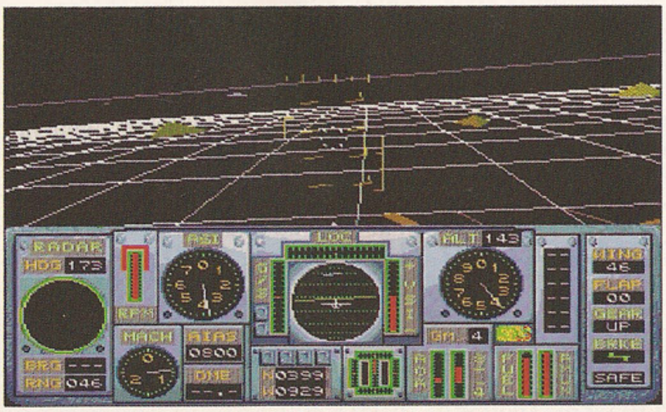
The fun of *ProFlight* comes from buzzing the local architecture as fast as you dare. There are many features to find, and folks to annoy in this manner, but it is not what *ProFlight* does best. *ProFlight's* excellent flight routines allow for extremely precise control and a rare opportunity to fly properly.

FLIGHT

mouse, keyboard and analogue joystick



Pressing F1 at anytime brings up the options menu. So while flying you can continue to tailor the Tornado. This sub-menu offers the visual choices that can be made, including outside views and the chance to turn objects from filled polygons into wire-frame models.



National Grid or what! Because it's night-time it may be a good idea to use the ground marking features. This grid system is useful for giving a quick visual reference of height. Dots are also available.

is gained, more realistic features can be added and some safeguards can be stripped away. Only you can do this, as a personal aviation agenda is set. Obviously, if you remain on the same set-up for too long then *Proflight* becomes dull. Only those who dare to experiment will reap the rewards.

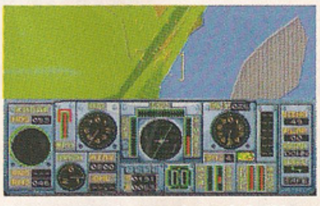
Experimentation, if it is to be fun, has to be totally flexible and here *Proflight* comes up trumps. Pressing F1 brings up a set of nine main menus, each loaded with sub-menus, through which the model of the Tornado and the world over which flies can be manipulated. For crazy high-speed thrills, all the G, banking, stabilisers and friends can be turned off. Learners and the timid can turn on crash inhibitors, have the ground marked as a grid for easy height reference and use auto navigation to find their way around. Many of the features have appeared in flight sim games before, but never in this number, never all at once.

With its F-key menus, *Proflight* has more than a passing resemblance to utility software like word processors, databases or spreadsheets and requires much the same approach. It is imperative you first gain a ground-level understanding of how the program works and then decide what exactly you want it to do. But only those people who then explore the other menus and options offered will ever begin to realise its full potential. This is a 'spreadsheet' though, that crashes at 800mph!

True games

To a games player *Proflight* appears to lack structure. Players used to the more rigid confines of 'true' games will find the number of options no compensation for the lack of guidance. That was not *Proflight's* brief, it was designed as a flight simulator that displayed the potential of the Tornado. But the incidental game trappings initially give off confusing signals.

Proflight is leisure software for those who are serious about their flying. The craft is accurate and the range of control options for fine tuning is bewildering. The motive to fly though, has to come from the player. Think of *Proflight* as a tool that allows exploration of



I've got the hang of straight!Now what let's see about level.

the physics of flying, with specific regard to the Tornado and you won't be disappointed, think of it as a *Falcon* or *F-19* and you may well be.

Trenton Webb

VERDICT

- **Highly accurate Tornado simulation.**
- **Masses of control options: everything can be altered.**
- **Functional graphics and good sound.**
- **It is not a game, it is a simulation and must be approached as such.**
- **Will appear deadly dull to games players, but fascinating to the dedicated fliers out there.**



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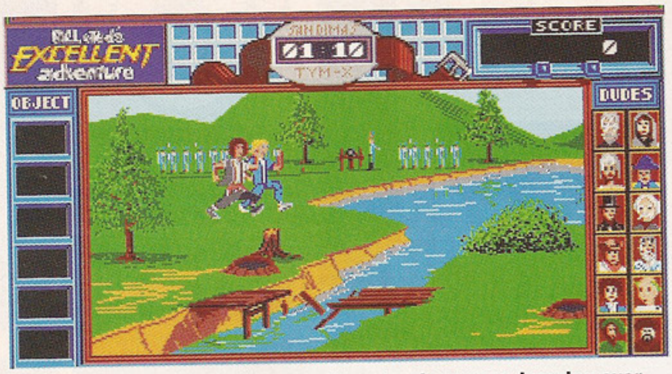
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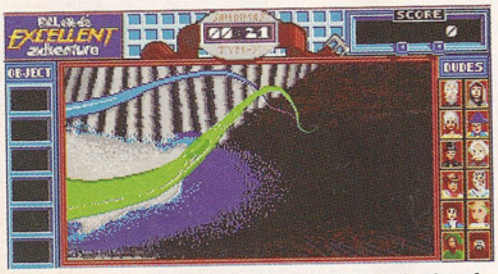
Bill and Ted get involved in some Napoleonic capers, jumping over the broken bridge to avoid falling bombs. Napoleon is on the next screen and very easy to kidnap.



"Greetings my excellent friends." This is Rufus. He is one solid-dressing dude from like, the future. Rufus will give you a time-machine so you can have a most triumphant adventure amigos.

BILL AND TED'S EXCELLENT ADVENTURE

Accolade ■ £30.99 Joystick



Whoooaa! Shooting down through history in the circuits of time ... like, don't blow your groceries dude! Barf-O-Rama, real stomach-churning stuff.



Bill and Ted have totally kidnapped Beethoven and delivered him to the San Dimas' Mall. He will totally love the Yamaha shop.

Bill and Ted are totally radical, Californian surf-type dudes, who don't like getting wet. They've got a band, but they can't actually play the guitar. That's why they need that Eddie Van Halen dude, because once they get hold of him, they're gonna open for Iron Maiden – dudes!

The snag is Bill's Dad wants to send him to the military academy, which means no more band. Everything hangs on Bill passing his history exam, because if he fails, it's "att-ten-sion" time. A silly, ludicrous tale is about to be told, identical, in spirit, to the movie.

Wild Stallynz

Who can save them from this fate? Rufus can. A dude from the 25th century who wants to help them. Why? Well their band will one day save the universe from destruction. So he gives them a time-machine, shaped like a telephone box, which is excellent for their history revision.

The way to pass their exam is by stealing famous figures from the past and let them do the talking. The theory being dudes like Ghengis Khan, Joan of Arc and Billy the Kid, should easily adjust to the phenomenon of time travel.

It isn't as easy as it sounds though. The famous historical dudes don't want to come so you have to help Bill and Ted find an object that will tempt them back. Ghengis Khan, for example, is a sucker for Twinkie bars.

Once B and T have nabbed the famous dudes they have to take them back to the San Dimas' shopping mall. Once enough of them have been collected it's time to hit the history class.

The one time zone the payphone can't affect is San Dimas', so they must be swift. They need to get six dudes on the easy level and twelve on the hard level to complete their assignment. That's the adventure, can Bill and Ted gather the folks in time to save the Wild Stallynz (their band) as well as the world?

All the objects of Bill and Ted's desire are obvious. Each time zone contains one historical figure and one item to collect. The trick is leaping between the zones and uniting the right 'dude' with the right object.

The four levels vary in difficulty, increasing the stakes by adding more characters or linking the items in a more tenuous fashion. The objects required are always the same, as are the characters. Freud, for instance, always needs flowers to tempt him away from his mother. While they are not in the same location on the higher levels, the flowers still manage to do the trick. So by the fourth level you will have met all the characters and know the solution to all the puzzles, it is just you have to rush to bring the two together. First time round this is reasonably fun, later on it drags.

There are a couple of arcade sections involving simple jumps and dodging falling bombs. These could have formed an excellent foil to the slower-paced adventure element. The flip-screen scrolling is irritating, making the game dependent on luck as much as talent, because the characters are often flipped straight into unforeseen and unavoidable danger.

Excellent?

Samples from the movie add a righteous atmosphere, with Bill and Ted continually saying "excellent", "bogus" and other snippets. The music and sound effects are triumphant but the graphics are not nearly narly enough.

Bill and Ted could have been 'triumphant', as the movie has scope for a radical adventure game, but this is little more than a frantic scavenger hunt. The presentation is excellent, with a little telephone directory included in the box. This is no substitute, though, for the shallow and unchallenging gameplay. The puzzles are obvious and repetitive. For very young players, *Bill and Ted* is perfect, but for older dudes: it's bogus!

Frank O'Connor

VERDICT

- Attractive but limited graphics, intro and link sequences are the best.
- Sound is excellent, with spot effects everywhere ... try misdialling!
- Too easy to complete, the first time on easy level ain't much harder than the hard level.
- Not enough to keep mature players interested, but a good title for beginners.

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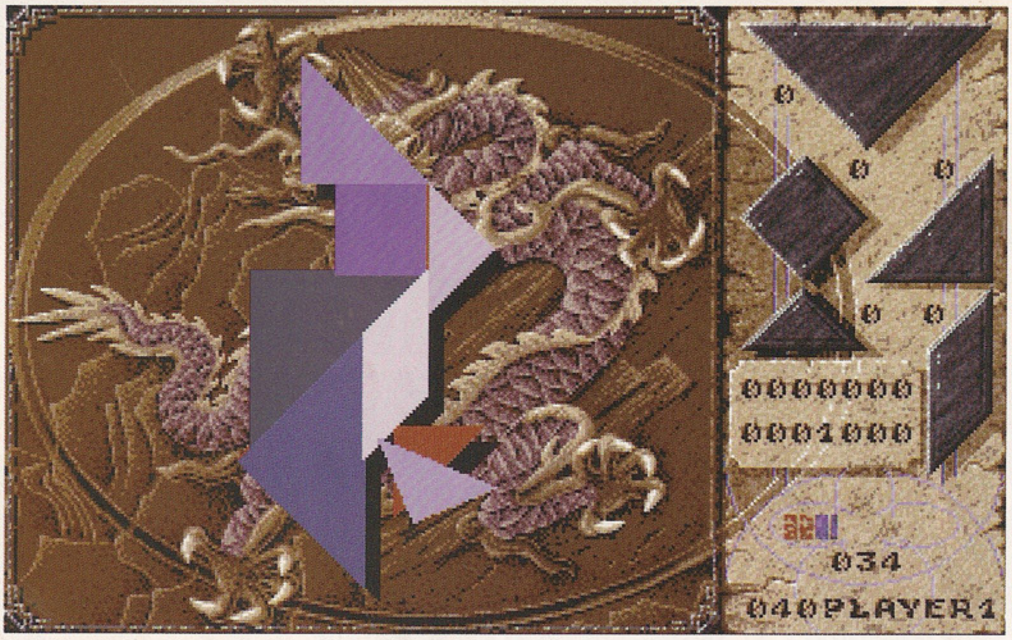






Also available:

Defender of the Crown, Strike Force Harrier, Speedball, Rocket Ranger



Spinning that last triangle will get it to fill the final gap. The shapes have to cover the template exactly or the clock keeps running. So be careful when laying the shapes or you'll need to spend time housekeeping and making sure every bit is covered. That's the trouble with the ancient puzzles, they're so picky!

TANGRAM

THALION ■ £19.99 Mouse

Inscrutable games have been flooding out of the Orient, ever since piece-shuffling pastimes became popular. The 'slightly' successful *Chess* game and the vaguely popular *Go* spring to mind as proven games that have been converted into silicon time-and-time again. Centuries of playing though is proof positive of their pulling power. *Tangram*, the latest of these Chinese computer challenges, is almost unknown when compared to these other leisure legends. Does this mean though, that it doesn't quite have what it takes?



3 pieces to go and you're out of here. The triangle goes there, wiggle that rhombus and then...



In the bonus round just match the identical shapes. There are more points if you're quick.

Tessellation row

The playing premise of *Tangram* is pure and simple. It provides a template on the game board, which you have to cover with seven geometric pieces – five triangles, a square and a parallelogram. These fit together in a myriad of patterns and therein lies the puzzle. It's up to you to find the right combination, within the time limit, that covers the template.

Each piece has to be picked up and put onto the template with the mouse. They can either be slapped straight down or placed on the board's 'desktop' and arranged there. Once picked up the piece can be spun to fit exactly in the slot, adding millions more permutations to the seven-shape formula.

The quicker each template is covered, the greater the score. Failure to find the correct combination before time elapses, costs players points for each successive try. The game itself can be played in two ways, as a novice where each level is progressively tougher or as an expert where the template is randomly selected from the 200 that the game carries.

Tangram functions on a 'sucker' level. The templates, at first, appear instantly solvable, and pieces are shoved in with merry abandon, until it becomes obvious that the last remaining shape just won't fit. A mad session of reorganisation follows as every feasible – and some infeasible – combination is tried.

THE THINGS OF SHAPES TO COME



Tangram's **name literally means Chinese drawing. Tang is the 19th century name for ideas of Chinese origin, while Gram is Greek meaning something drawn or recorded. The seven basic pieces are created from one single square, which ensures the maximum number of forms can be created from the one basic shape. With millions of different combinations you have to find the exact one to match the the template!**

Under pressure?

Time is the trigger for *Tangram*. If it runs out and the level is unfinished then the score starts to suffer. This is supposed to provide the final sanction for you to struggle desperately to cover the template before the clock ticks off its final seconds.

Tangram's clock is discrete, often catching you by surprise when it runs out. It just doesn't figure in the game equation and is consequently ignored. Scores have been imposed on this basic formula and the mechanic of time is used to calculate it. *Tangram's* challenge doesn't lie in getting a high score though. Covering a tricky template is what has ensured its survival over the millennia, not points avarice. The imposition of a scoring mechanic is artificial and inhibits the game's natural charm.

Tangram will only fascinate those who enjoy tests of their mental dexterity. The game has no real point – apart from the satisfaction of finishing each template – and so requires a special element of bull-headed determination to see it through. *Tangram* has a faint aura of Oriental inscrutability and some may find a beauty there, most will just see it as a strangely pointless, shape-shifting slog.

Trenton Webb



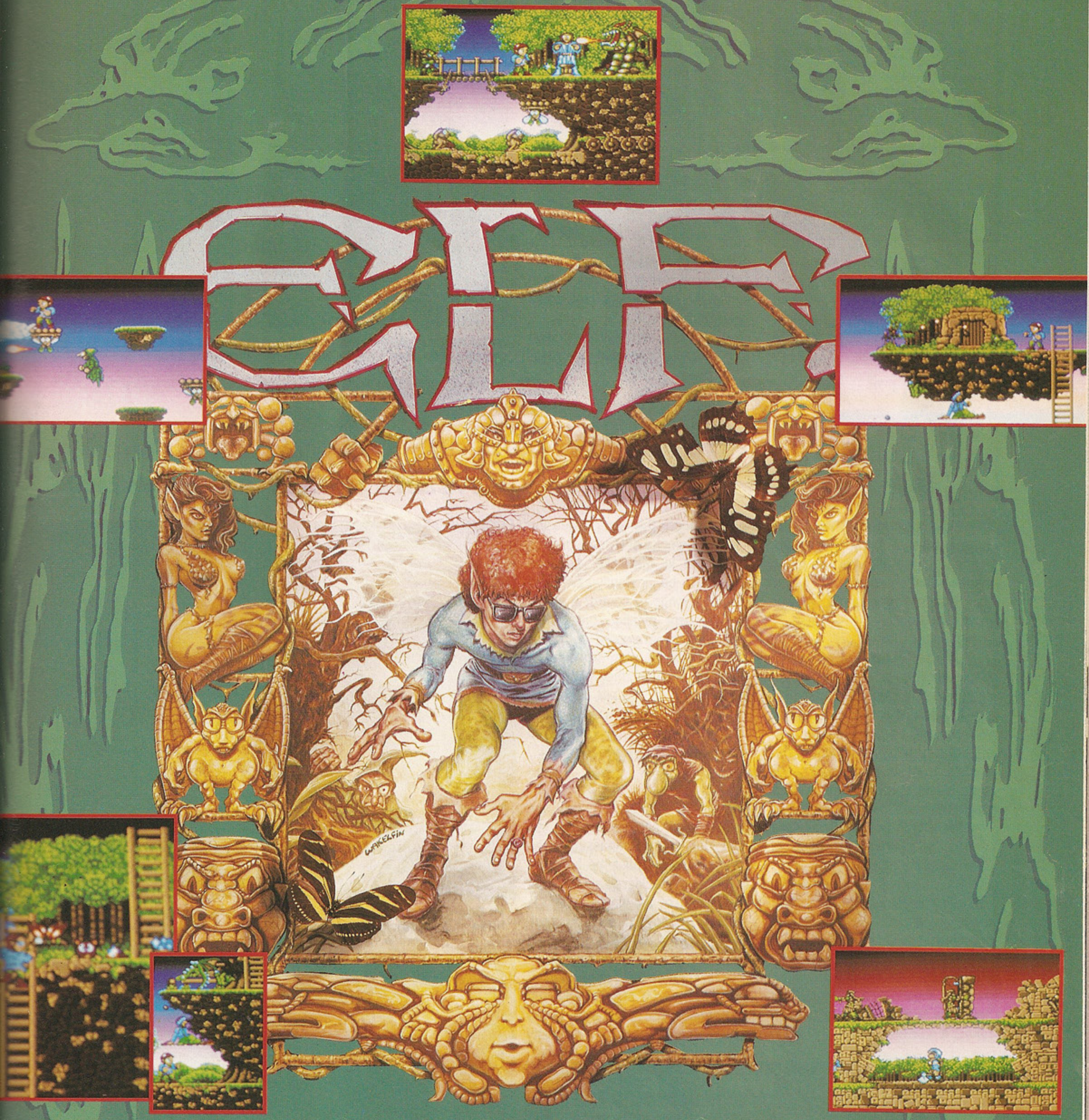
VERDICT

- **Simple Oriental puzzler with hidden difficulty.**
- **Adding points and time limits doesn't work with this ancient formula.**
- **200 levels! 100 are easy, 100 are truly evil.**
- **Solidly constructed, *Tangram* is more functional than inspirational.**
- **Lacks the goals and player pressure that make it for classic puzzle games.**



"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good arcade adventure is a joy to play...and there's no shortage of gameplay here. If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"
THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

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ocean

ATARI ST & CBM AMIGA

There's more to football than *Kick Off.* That may sound blasphemous, but the overhead, high-speed, arcade-style that Dino Dini chose for the Big *KO* is not the only viable approach. At least that's what the mighty Red Army would have us believe, as they troop out for an Amiga rematch in *Manchester United Europe*. Are they fresh enough to stand a summer of international waggling after such a tough domestic season?

Football isn't just hoofing the ball up the pitch and blasting at the other goal. There's touch play, passing, running off the ball, strategy



MANCHESTER U

Krisalis ■ £25.99 Joystick

and luck to consider. *Man Utd Europe* tries to bring these subtleties to the Amiga, using a management section, larger sprites and intentionally slower pace as its tools.

On-side rules

Man Utd's on-screen soccer is seen from the side. That's how we see TV football and in a computer environment it's both familiar and effective. If the TV-style view is the game's front man, then it's the large player sprites that provide a solid back four. You can see exactly who's got the ball and where they're headed, which in football is kind of important.

The isometric perspective used for the side-on view makes the game instantly understandable but takes some getting used to. Floating balls have to be judged by their shadow and tackles can be missed even when players are apparently standing next to each other. A few minutes of play soon relegates these problems though, as the eyes adjust to the forced perspective needed to cover the entire pitch.

The boot goes in

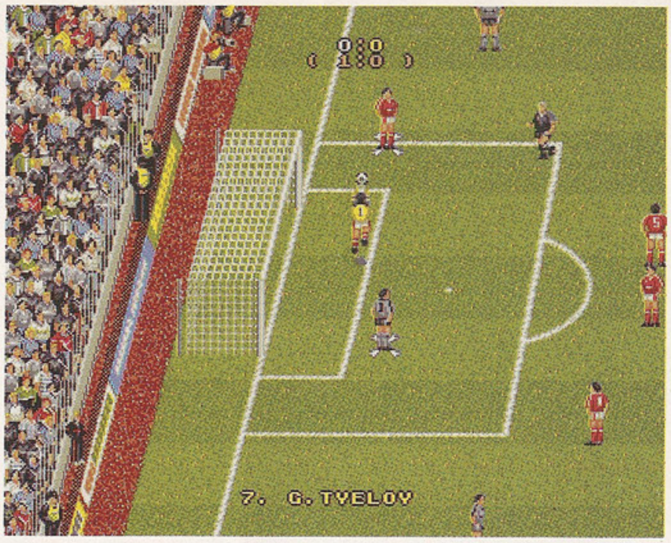
To add that elusive element of skill (well, elusive to Red Star Belgrade at least) there are three different kick controls. There's the usual toe punt ahead of the player and, as with all kicks, the longer the fire-button's held, the stronger the boot the ball gets. Players can also play, chip and bend the ball using aftertouch. Aftertouch is engaged by waggling the stick the split second after the kick, which sends the ball soaring or looping left or right.

The most impressive addition to the kicking arsenal is the cross. In real soccer this can provide the key that unlocks defences, and it's the same in *Man Utd,* because play can be instantly switched from the wings to centre. A player can be sent running, ball at his feet, and programmed to cross the ball when the fire-button's released, with another directional jab of the stick. It's not difficult to set up, just tough to use, because the man needs a clear run. But, if it can be made to work...

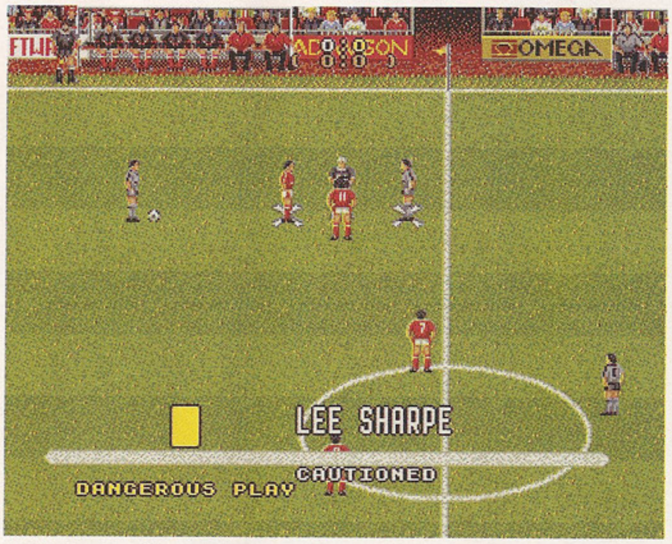
Touch play

The soccer is intense, mainly due to a smallish pitch. There are few clear runs and quick passing is the only way to get past the horde of defenders. Tacklers always get the benefit of the doubt, which is annoying when you're facing goal, but is brilliant when the opposition is hurtling towards your keeper.

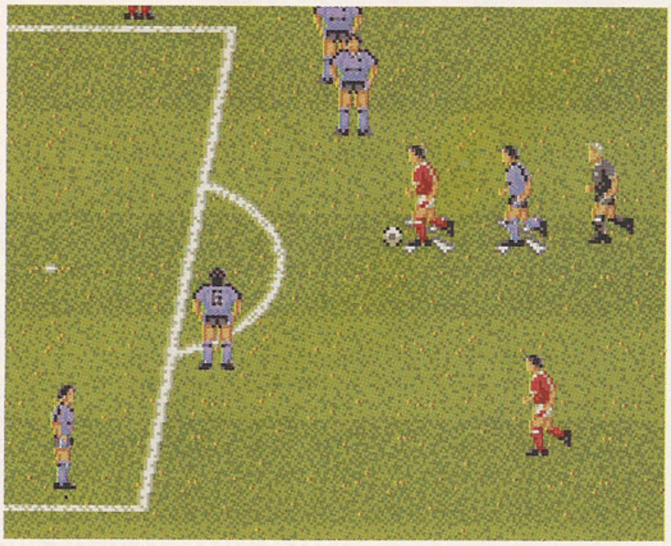
To support the turf-top antics, and ensure you stay in any cup competition you've entered, is the management section. It's pretty



In the spirit of British soccer abroad the game switches to our penalty area. Don't panic though, the computer goalies are good.



Mr Sharpe has been caught on a late tackle. Cue swearing, protestations of innocence and one of those witty, tension-sapping ref jokes.



That football tradition the Conga comes to Europe. This is one of the best spots shoot from. Power it up and use aftertouch!

FOUR WAY TIE



One unique feature of *Man Utd Europe* is the ability to have four human players in action simultaneously. Using a joystick splitter that runs through the parallel port, two folks can control the players while two more have command of the goalkeepers. The goalies don't have that much to do in comparison, but computer football is at its best when you can gloat at your success and other's mistakes.



Eat net sucker! Brian McClair catches a long pass and wellies it. Cue silly dancing and long commentator eulogies about the Buzby babes.

BIG GAME HUNTING



Playing football isn't enough. There has to be a point, especially for solo soccer stars, and *Man Utd* supplies the three different European Trophies to tempt teams into sporting combat.

Winning one of these qualifies Man Utd for the ultimate challenge: a World Club Championship against the very best in the world not just Europe.

NITED EUROPE



limited as management sections go, but it gives the arcade section that little extra tactical meat. You can only really affect the performance of the team by selecting and positioning players in different set ups, an arrangement as much dependent on how the opposition line up as personal preference. Used in conjunction with the arcade section it can make the difference, especially when you've a lead to defend in a two-legged encounter. Played solely as a management game, though, it leaves a lot to be desired.

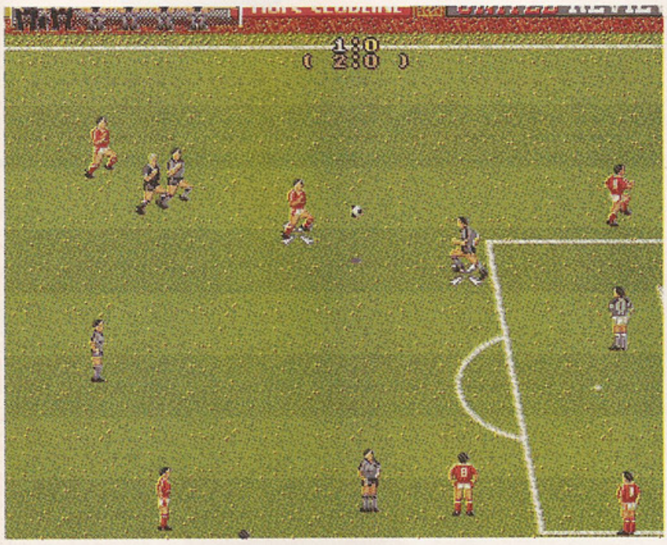
Instant replay

Man Utd plays well, proving a tense soccer challenge against both computer or human opposition. The smallish pitch means that goals are treasured and demand rerunning on the instant replay. The opposition for the European competitions is tough but beatable, if you stick at the task and play long enough matches to ensure there's a chance to come-back after stupid give-away goals.

Unfortunately professional football is far from perfect and *Man Utd* similarly has its downside. Many of these are graphic quibbles: moon-walking refs or goalies catching balls that are visibly above their hands. What's worrying is the inability of these teams – the cream of Europe – to stop a long volley. There is a point about 20 yards out from the goal, just off centre, that constantly results in goals if you've the time for a pokey shot with aftertouch. It's a hard position to hold as scythe-like tackles are a certainty, but if you can get there, you've scored. This is annoying because it discourages using its stronger features, such as the cross, which strive to make a superior soccer struggle. What would you rather have, a sure but ugly goal or an arty attempt at one?

Man Utd Europe's good looks and sound are an improvement over the first *Man Utd.* The arcade side, although flawed, provides good entertainment and that's where a footie game has to deliver. The slower pace ensures tension, the variety of kicks room for skill, the management section provides tactical development. The wealth of options don't give the magical spark needed to turn pitch-based romps into classics.

Trenty Webb



One of those crunching Brian Robson tackles is about to go, so if you're squeamish close your eyes, it's going to be really heavy.



The chip shot is on. No. 9 crossed it to Robson, who spins and shoots. It may have been luck but claim it as skill and then gloat.

VERDICT

- **With slick, TV-style presentation, *Man Utd* really looks the part.**
- **There are masses of options: there is even a four-player mode.**
- **Occasional graphic inconsistencies.**
- **Solid footie fun, with a good range of kicks and moves.**
- ***Man Utd* are a strong team but just fail to take the title.**



RBI 2

DOMARK ■ £29.99 Joystick

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Baseball is an essentially simple sport that takes a lifetime to fully comprehend. Being Brits we lack a deep cultural understanding of America's national sport, so can a baseball simulation succeed?



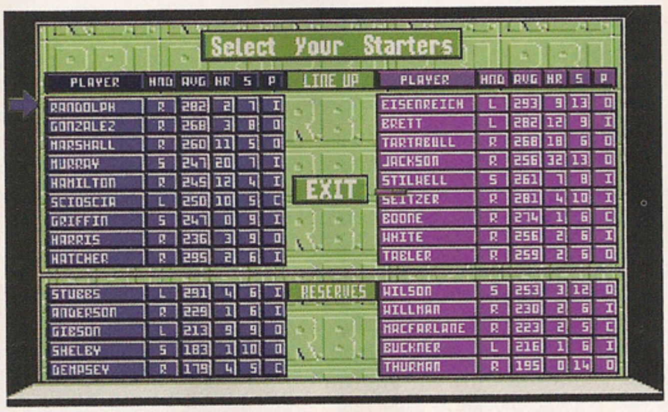
No strikes, no outs and no chance of hitting that last ball. As the batter you judge the power and angle of the shot by moving around the plate (the crease to cricketing folk). You then have to anticipate when to hit. If you wait till the ball is by your bat you'll miss. The trick is learning the trick of correct timing.

Strike one

RBI 2 takes a physical approach to baseball. You swing each bat and pitch each ball for your team. The game assumes a base knowledge of the finer points of baseball, which may look like rounders, but it is entirely different.

In baseball the whole team bats in sequence in every innings, until three men are either struck, run or caught out. Each batter gets three swings (strikes) in which to hit the ball and run to first base. Once on a base the runner can sneak to the next base while the pitcher is getting ready to throw or when the ball has just been hit. Anyone getting to the home base scores a run for their team. That's all you need to know to start playing. And it's when you start playing that *RBI* is transformed into an edge-of-the-seat sport simulation.

Each match is divided into nine innings, with both sides batting and fielding in each inning. When batting there are only two considerations, position and timing. Before the pitcher winds up you can shuffle around the plate, influencing the ball's eventual flight and your swing's power. As the ball is pitched you decide when, and if, to swipe. Only precisely-timed swings will result in a clean hit. So, if you're unsure, or the ball's going off line, leave it alone. This proves hard though, with balls whistling past your bat.



More stats than mortal man can take. Here you choose your starters: those members of the team who will actually hit the field when the balls are pitched. It is important, not vital, as you provide the skill.



That's what the crowd's been waiting for. As the ball is hit the perspective switches to allow a full view of field. If the ball is catchable then the fielders have to scamper around to get it. Here, just gloat.

Strike two

Pitchers get the same position options as the batters, halting when the wind-up starts. They get six different pitches to use, which influence the ball when it's in flight. A mixed bag of slow, fast and curve balls are on offer. When these are used in conjunction with good footwork they provide enough ammunition for you to keep the best players striking out all afternoon.

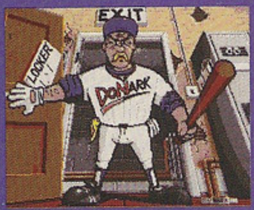
Once the ball's hit, fielders must be waggled into a position to stop or catch the ball. Fielding relies on joystick commands that are easy to memorise, but tough to remember. A few games in and it becomes second nature, but at the start it's reassuringly confusing: just like baseball.

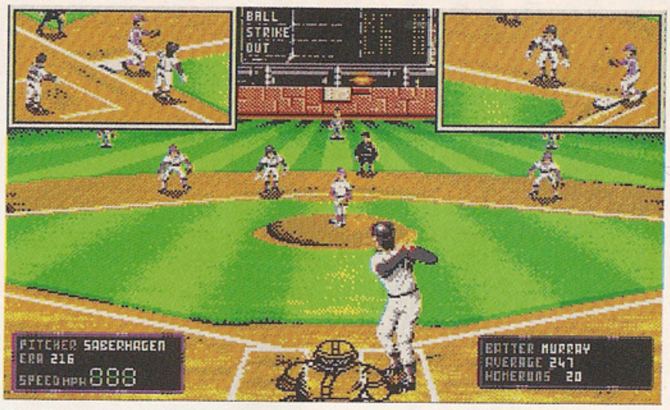
RBI's tight focus on the batting and pitching sphere should limit the action. But the lack of flexibility heightens the tension. There's a gunfight feel to it when you're standing at the plate, staring out a demon pitcher. Although the authentic teams offered as opponents are represented well, *RBI* is best when played against another person. Suckering a friend into a strike is more satisfying than getting a silicon star struck out. Two-player matches can run for a World Series of seven matches, which is where using the right pitchers, the right substitutes and the right tactics is vital.

Continued overleaf ▸

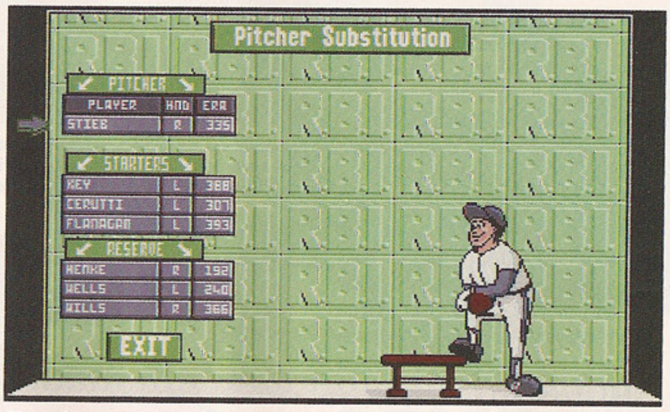
SO WHAT DOES RBI MEAN?

RBI is one of those incredibly weird statistics that litter sports like American football, cricket and baseball. No matter how well you think you understand how it works, something seems wrong. Anyway, here goes: RBI stands for Runs Batted In and is a statistic that reflects how many runs have been scored by a player. This could be either as a result of him rounding the bases and getting to home base. Or if he allows other runners to get to home as a result of his hit. Or at least that's the theory.





Gunfight at the OK Colosseum. Saberhagen's winding up for a demon throw, and the brave Murray steps up to hit. Murray has 'loaded bases' (a man on each), so a homer here scores four runs not one.



Choosing a relief pitcher could save the match, as the longer they throw for, the slower they get. Poor little dears get all worn out.

Strike three...

Backing up the arcade game is a reasonable, but slightly shallow management game. Here you select team batting orders, which pitchers are resting and who's up for the game. These options can help make the most of a weak team, but they end up being skipped through as you hurry back to get to the plate.

RBI does the job graphically, with some neat and initially amusing incidental screens. The playing field is clear enough to allow real skill development. The outfield is disappointing, with small sprites charging around at great distance, but there seems no other way to represent such a large area. The crowd noise is weak, providing more of a hiss than an authentic roar, and this kills some of the hard won atmosphere.

And you're out!

RBI is a good simulation of a great sport. Oddly it seems to suit computerisation, bringing the gunfight pressures to bear on every ball. It's the score after nine innings that matters, but every ball counts. Each has to be played for. This is what makes *RBI* exciting.

The stop, start, nature of baseball works against the game's claim to classic status. It cannot have the rolling free form energy of *Kick Off* simply because baseball is a slower, stop, start, sort of sport. It is excellent fun though, especially after some of the more confusing elements and ideas have been mastered. As a simulation of a strange sport in a strange land, it scores high in the major league.

Trenton Webb

VERDICT

- Range of pitch options appear limited, but prove to be plenty.
- Humourous treatment, especially the incidental screens.
- Expert timing and exact joystick control are needed for victory.
- Outfield display looks tiny and clumsy.
- Gunfighting with a bat and ball, tense stuff.

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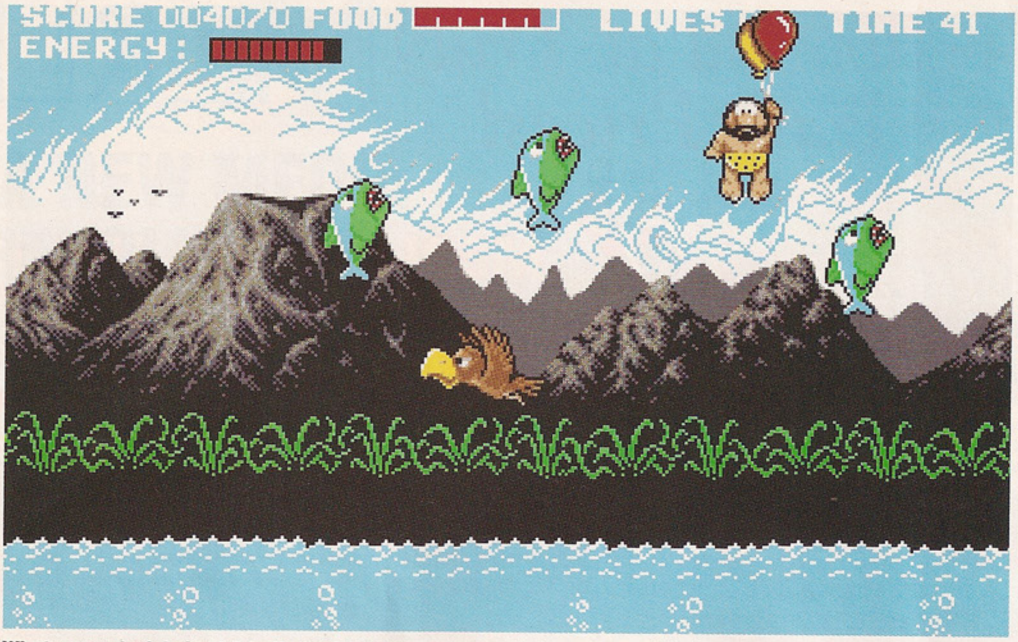
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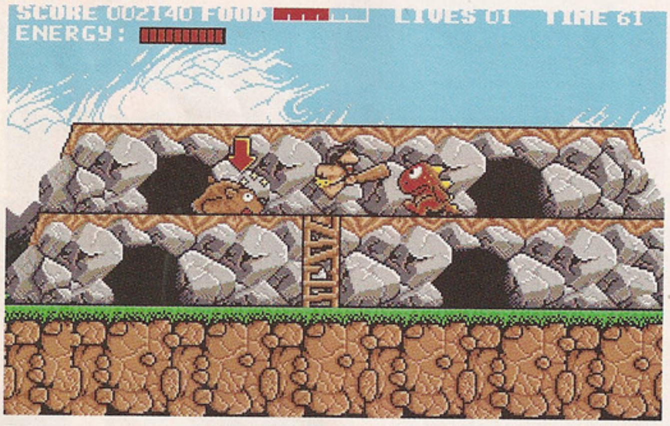
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What a wonderful view! A balloon ride is the only way to travel over this long stretch of water. Even this mode of transport isn't without its problems, though. Watch out for those piranhas.

PREHISTORIK

TITUS ■ £25.99 Joystick or keyboard



Take that! A pair of prehistoric perils prove a problem. Fire causes our hero to batter the beasts with his club, but he'll have to eat them quickly – they only stay stunned for a few seconds.

Since the dawn of time man has faced a continuous struggle to survive. The most important requirements for a healthy and happy life being warmth and food. The former was solved with the advent of the loin cloth, but getting enough grub is a never-ending problem.

Prehistorik is a caveman and he is constantly on the look out for food to appease his huge appetite. He's always hungry, and besides he must consume a certain amount of food to make it off the end of the level.

Dead meat

There's plenty of nosh lying around for the taking, usually scattered around in caves. Other edibles are on legs, though, and they need to be killed before they can be eaten. You're armed with a club with which to bash this fast food on the head with. The number of hits required to render the walking lunch unconscious depends on the monster, but once he's dazed you can tuck in.

Naturally, these dinosaurs don't take too kindly to being eaten every five minutes, and should they get to your bloke without being biffed, they will expend your energy by a unit. Should it reach zero then yer dead.

There are other life-threatening hazards. Small fires and spikes need to be carefully jumped over. Some creatures spit fire or throw things at you. Life just wasn't safe one million years ago.



The end-of-level guardians are impressive looking giant sprites. But as the saying goes: "The bigger they are, the harder they fall." Bash him on the toes a few times and it's all over.

Pretty ancient

The graphics in *Prehistorik* are brilliant! The monsters are mega-cute and the animation comical. When fire is pressed the character goes into a clubbing frenzy, leaping up and down on the spot like a thing possessed. The sound too is good, the intro tune being a sort of Stone Age house-music track.



These piranhas create a tricky timing problem. They leap out of the water, jaws a-snapping. You'll have to be quick if you're not going to end up as fish food.

The only thing that lets the game down visually is the scrolling – or lack of it. For this sort of game, though, scrolling is a must – however, the action is broken up by the crude push-scrolling that occurs whenever the edge of the screen is met.

Nothing to it

Actually, the gameplay itself is pretty dull. There's very little to it – just wander along, bop the beasties, and wander along some more. There are no real puzzles to speak of, except for timing perhaps, and even those aren't particularly taxing. The monsters are easy to beat – just keep fire pressed when they're in range and you can't miss them. Even the end-of-level guardians are a cinch.

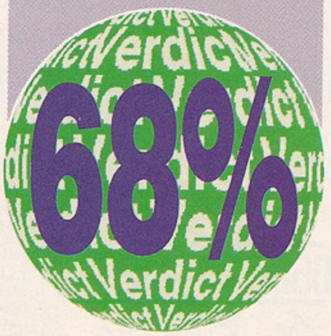
Despite being a good looker, there isn't really an awful lot to *Prehistorik*. After the first few experimental steps, the game is really easy, and worse than that, it's boring too.

Adam Waring



VERDICT

- Brilliant Graphics! Cute sprites and lovely animation too.
- Far too easy, there's little to challenge at all.
- Continuous scrolling would have been good.



MERCS

US Gold ■ £24.99 Joystick

Many moons ago, a coin-op appeared called *Commando*. This fun little game featured a super-hard warrior fighting through enemy territory armed with nothing more than a machine-gun and a handful of grenades and contained a great deal of manic blasting.

Soon enough similar games began to appear with certain variations on the main theme. Additional weapons were added, the ability to have two players marching along at the same time and last, but certainly not least, the appearance of those huge end-of-level tanks, helicopters, planes, boats (delete as applicable). *Mercs* continues along this theme, placing you as a crack mercenary (hence the name) on a tip-top secret mission (hush-hush, nudge-nudge).

Storming overland

The former President of the United States has recently been touring central Africa, improving international relations in an effort to bring about world peace. Unfortunately, a gang of revolutionary soldiers managed to kidnap the leader and are now holding him hostage pending their ransom demands.

You are part of a newly formed task-force known as the Mercs. The force has been put together by ex-military heroes as a secret troubleshooting organisation and this is just the kind of job that they were set up for. You must breach the rebel frontiers and break through their defences in an attempt to locate and rescue the President, and in so doing stopping their plans for taking over the country of Zutula and smashing those rowdy rebel rousers right in the proverbials.

The mission is split into seven sections. In the first you must storm the enemy beach defences and break through to their defence line. From there you must break through their tank line, take out their special attack unit, breach the mountain pass, wipe out their supply line and finally storm the HQ to rescue the President.

A variety of special weapons are available to help you fight the rebel troops, along with additional food supplies to revitalise your flagging energy.

Have MERCy!

Well one thing in its favour is that *Mercs* certainly contains a lot of action! The graphics are large and colourful and the screen is filled with bullets and all manner of whizzing death. To begin with, the action is fairly dull and monotonous, but as the game progresses the pace hots up as more dangers are introduced along with more fearsome weaponry.

The theme however is pretty contrived and the gameplay isn't really anything new. Most of the game's aspects were contained in the old classic *Ikari Warriors*. True, *Mercs* has flasher graphics and more porky hardware, but the basic premise is the same. The game doesn't really offer much lasting interest either. After playing the game off-and-on for only two days we managed to finish the entire mission. And what congratulations does it give you? It says 'Game Over'. Wow, thanks.

Even if you're totally starved of shoot-em-up action, try shopping around the other options before parting with your money for a copy of *Mercs*, otherwise you may be disappointed.

Maff Evans



A Hind Gunship - the last of the Scorpion Attack Unit. Can this single Mercs member be quick enough to blow it out of the sky? Or will those deadly blue balls finish him off?



Toasting the enemy with the deadly flame-thrower. Just look at that fella run! It's no good – the Mercs are on the case!



Storming through the mountain pass, the brave warrior is up to his waist in it. Water, that is. He's up to his waist in WATER!

PICK IT UP!

Along the way, you'll find various items to pick up which help

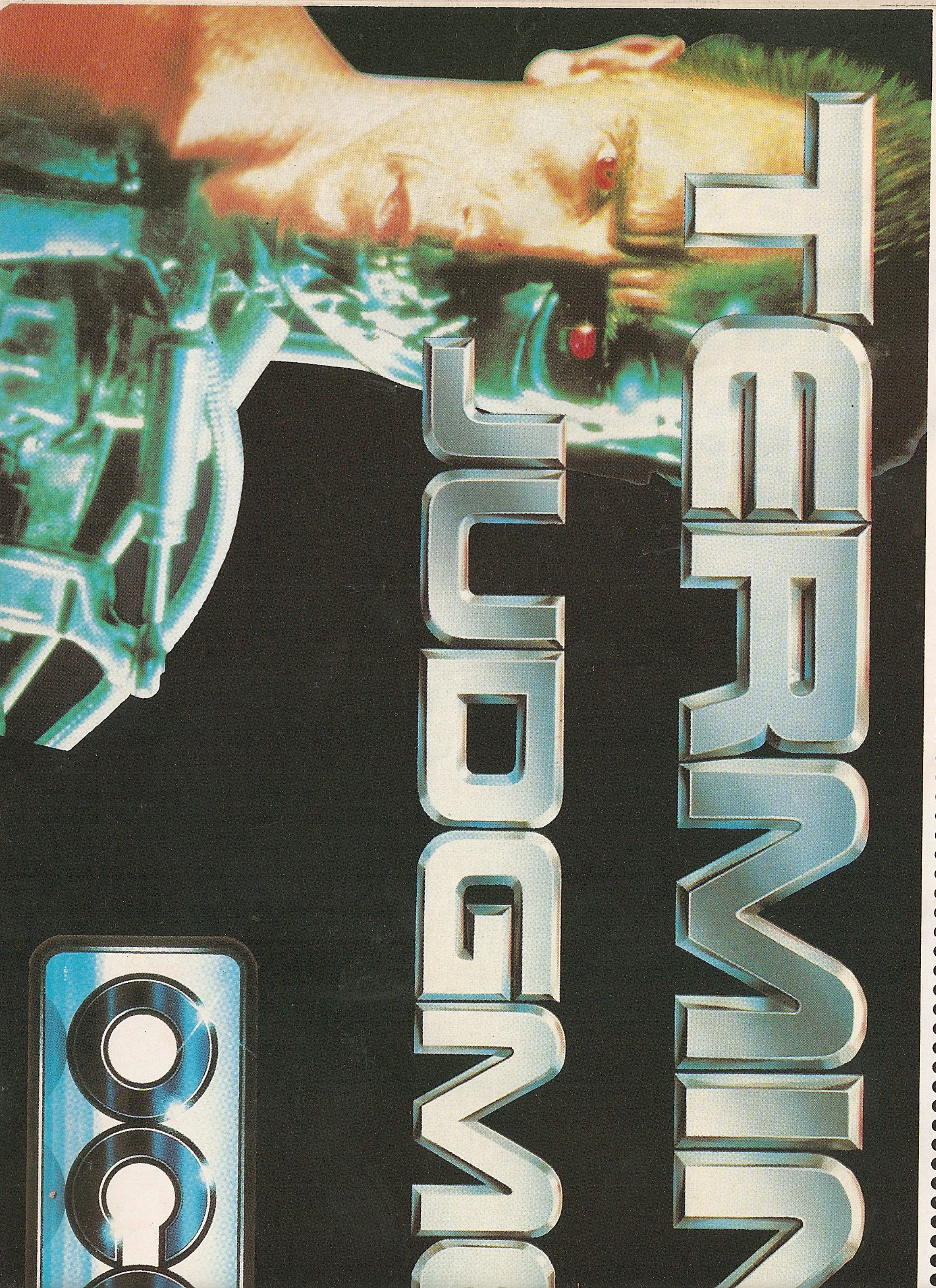
- Rocket launcher
- Machine-gun
- Grenade launcher
- Flame-thrower
- Weapon power-up
- Extra bomb
- Flak jacket restricts Damage
- First -aid kit
- Energy Refresh
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- Food boosts energy

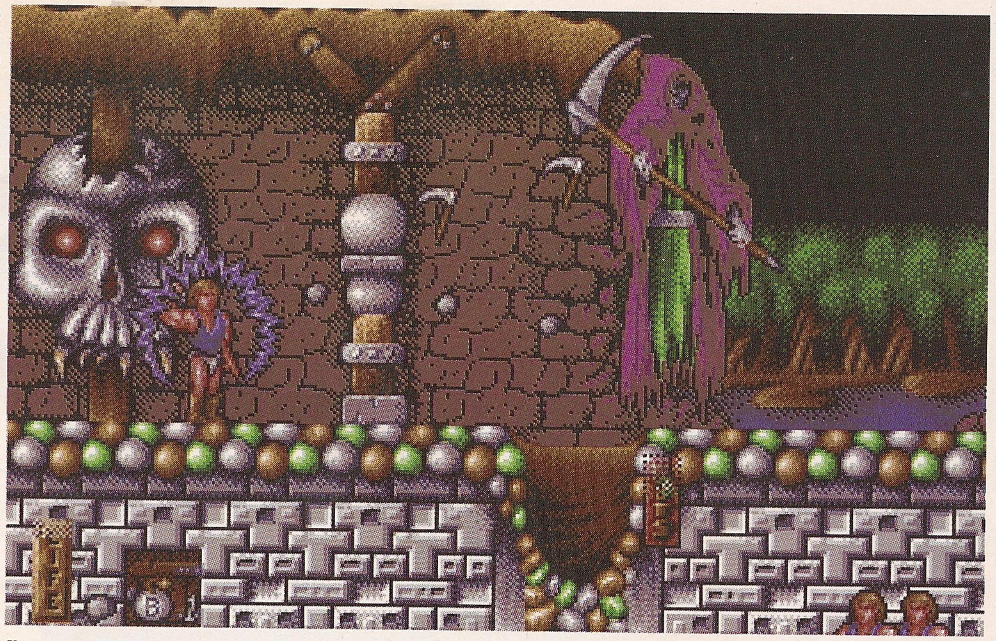


VERDICT

- The bold and colourful graphics plus plenty of sprites give the game a frantic feel.
- Rather duff music and the effects add little to the atmosphere.
- The later levels are interesting for a few games, but the game is far too easy to complete, limiting the lasting appeal.
- A rather mediocre reworking of a well trodden theme, offering nothing really new.







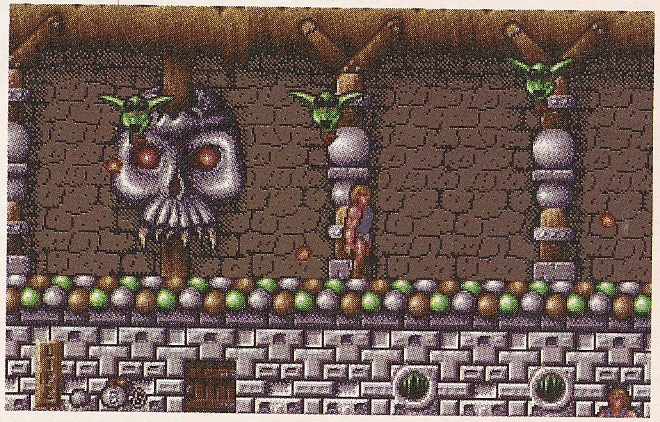
I'm very glad he resisted the temptation to use the shield now he's going head up with Mr Reaper. He's the guardian at the end of the second section. Use a few bombs on the sucker. The situation's grim.

GHOST BATTLE

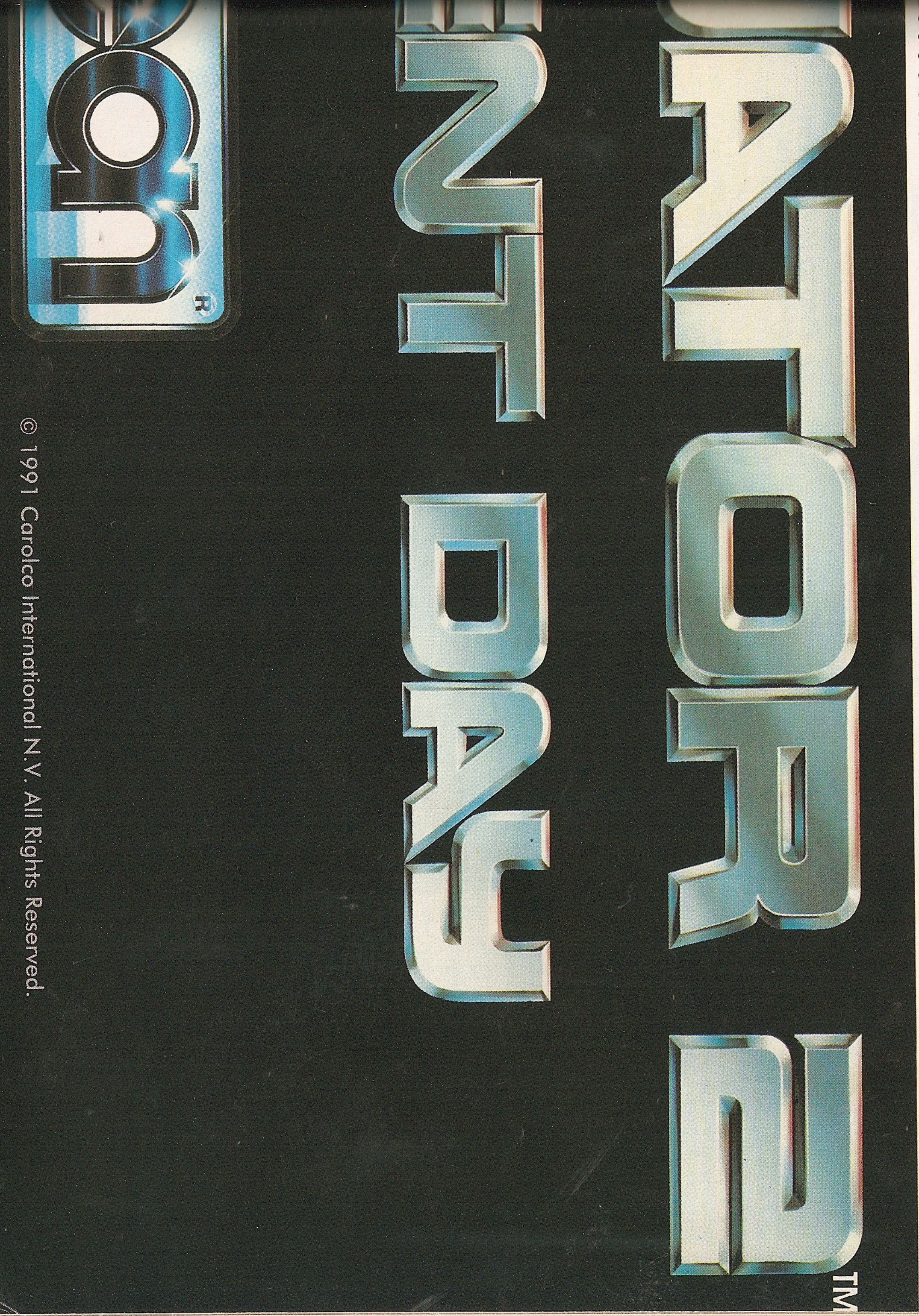
Thalion ■ £19.99 Joystick

The glossier the cover the duller the content and vice versa. It's a good rule to live by, especially when buying paperback novels. Invariably, the more exciting the jacket the more tedious the story, and inversely, the duffer the cover the better the tale. This rule often pays dividends when applied to software selection too. For instance, *Ghost Battle* has dull written all over it, but actually proves to be an intriguing discovery.

Ghost Battle is little more than a platform jaunt, that concerns a hero rescuing a Princess. It doesn't win its friends with origi-



Now that's what I call a timing puzzle. You have to weave between the fireballs that the heads spit. This means you have to watch at least three heads and about five fireballs. Get hit once and you die.



nality though, but with exquisite timing puzzles allied with strong console-style graphics. All backed up with a good Jochen Hippel sound-track.

Horizontal hold

The hero has to work his way across a number of horizontally-scrolling landscapes. The most pressing problems on all levels is killing the horror-movie refugees – Jason, chainsaw murderers etc – who all insist on trying to top him. Secondly, and far more taxing, is working out a route past the absorbing array of timing and platform problems.

To kill folk the hero chucks rocks in a short arc, but to kill the bigger end-of-level beasts, special tokens have to be won and used at the correct time. These include shields and bombs, which will help at any time but are targeted as solutions to specific posers.

It is the puzzles though, not the end-of-level guardians, that really impress. At one point on the second level for example, the hero encounters five disembodied heads bouncing in arcs near the ceiling. These follow a three-point route, spitting instant-death fireballs at each point.

The challenge is to get past, without being fried: which entails watching, waiting and nipping in between the falling fireballs. In most of these puzzles there's no room for error and a single slip will cost a hard won life. But, getting everything right has a satisfying confidence payoff.

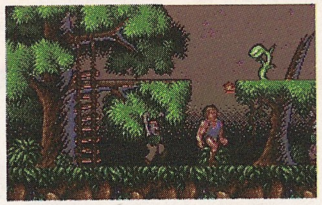
Jump off

Working with the excellent puzzles is a range of rich graphics. The characters are drawn in a cartoon style, unrealistic but fun, they're bright, bold and brash. They are far from fault free, the animation flicks rather than flows, while jumps are made more perilous by varied collision detection on the intended target blocks. These remain constant though, and only prove to be a minor irritation.

There are two big downers with *Ghost Battle*, however. First is the relative toughness of the whole affair. Easy, normal and hard modes of game can be chosen at the title screen, but have little discernable effect on the tricky gameplay. Worst of all is the lack of credits. The game restarts very fairly where you died, provided you've lives left. But once they run out, you're lumped back at the start, no continues, no chance.

The downers do drag *Ghost Battle* down and spoil the surprise of discovering such excellent timing puzzles. It's a frustratingly enjoyable experience. The frustration eventually outweighs the enjoyment, but that takes a while. It's not the best platform romp ever designed, but the evil puzzles, good pics and excitable soundtrack are far better than the box lets on.

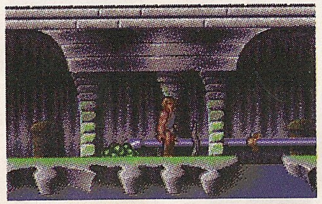
Trenton Webb



And they're off. The hero of today ducks out of range of the deadly spitting plant. Next up is the river and the dodgy edge detection which can be fatal.



Eye know what to do. Just leap past the spikes, kill the funny pupil monsters, grab the extra life and retire. Ah, no, there's that silly Princess to rescue.



Spooky Mr Spike appears again, this time joining forces with the bobbly slime monster! Friday the 13th Jason-types pop up here too. The horror, the horror..

VERDICT

- **Thalion's last arcade outing may well be one of its best.**
- **Animation flicks and doesn't flow.**
- **Good bold and brash graphics and good in-game music.**
- **Iffy collision detection can kill unfairly.**
- **Features some fiendish timing puzzles and big bad guys.**



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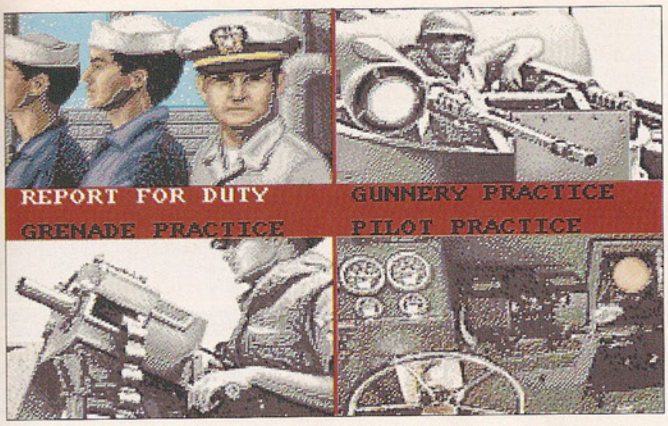
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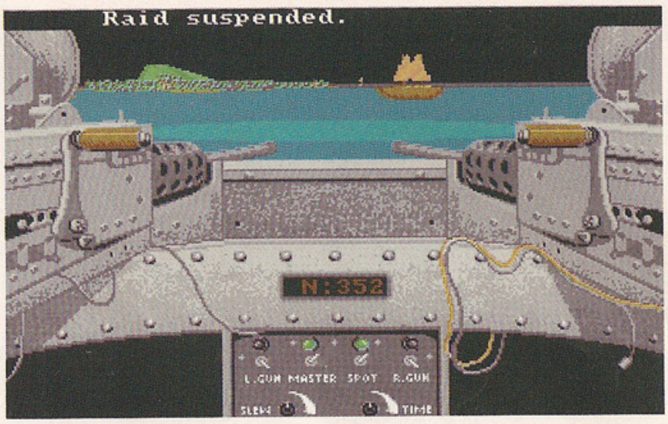
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There's nothing so nice as messing about on the river. Unfortunately, the Viet Cong, a Colombian drug cartel and a deposed Panamanian dictator also think so. These guys are bad news. If the waterways of South America can be seen as a giant boating lake, then these are the drunken yobs in the overloaded rowing-boat – bawling rowdy rugby songs, chucking lager cans and striking terror into the hearts of courting couples. It's your job to chuck them out of the park.

Hot, wet and tight

If only it were that easy. *Apocalypse Now* captured the spirit of one of the dirtiest forms of war: claustrophobic, tense and immediately hostile, who knows what ambush lurks as the dark river snakes around the next bend?

Occasionally the river passage narrows until it's impassable, but the only way is forward. Three sweltering combat zones await the attention of your River Patrol Boat (PBR). Fast, powerful and manoeuverable, these craft have been the backbone of US Naval river-combat over the last three decades.



The backwaters of Vietnam is just the beginning. Your particular talents are also required in both Colombia and Panama.



Arm your boat before setting off. Particular weapons suit particular jobs, full details are provided in the instruction manual.

Gunboat is essentially a blast-em-up romp with enough think-em-up complexity to provide a tough and challenging combat simulation. Report to HQ, arm your boat and embark upon your first set of missions in Vietnam. Successfully negotiate these early skirmishes and earn promotion to tougher assignments in Colombia and finally the Panama canal.

Check the map for accurate navigation. A radar blips the whereabouts of other craft. You have eight tons of fire-power crammed into a 30-foot hull, but with power comes responsibility. There are civilians and friendly troops out there as well as enemies. Ask for a target identification before firing – mistakes cannot be corrected later.

20 missions await the four person crew of your PBR. You must master the disciplines necessary to perform all four duties if you are to survive very long as captain. Take the helm as pilot, or chose to man one of the three gunning stations. Either way, it's up to you as captain to see that your mission is successful. Is it safe to leave the computer in charge of navigation? Can gunners be relied upon to reap the rewards of your careful manoeuvring?

Somewhere down the crazy river...

Gunboat is a competent combat simulation. It's easy to get started, yet extremely tough to master. Initial straightforward blasting jaunts up the river appear ludicrously easy when compared retrospectively to later levels.

Details are the key. Will you remember to kill the engines while sneaking up behind an enemy? Should you kill your spotlights or risk getting seen? How does your boat cope on open water? Is it more prudent to stay close to the shore, or would that offer the inevitable snipers a sitting duck? The responsibility is yours.

Graphically *Gunboat* isn't outstanding. The 3D polygon graphics are good, but not that good (as they say). But this doesn't matter. The hook lies in the spirit of adventure, and this is where *Gunboat* picks up points. A challenge worthy of addition to your collection.

Neil West

"COME IN NUMBER THREE, YOUR TIME'S UP!"

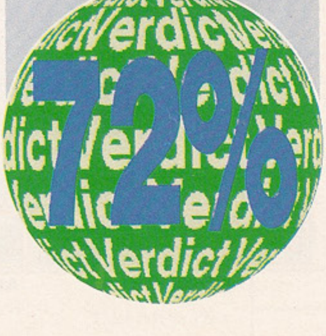


"Well sir, your PBR is a military conversion of a commercial craft designed 25 years ago. Three generations of PBRs have lead to the post-Vietnamese war Mark III that you see before you. Achieving 50 knots from twin 450-horsepower engines, this baby can brake down from top speed to a dead stop in less than one boat length.

"Any questions? Good. Leave your deposit at reception and we'll expect you back in an hour."

VERDICT

- **20 individual missions spread across three combat zones.**
- **Briefings, illustrations and fine detail combine to create an addictively tense atmosphere.**
- **Lack-lustre graphics and sound, but not detrimental to the overall effect.**





Shang, Xu and Irene are your archetypal Tong mobsters. They provide the difficult level, the Mafia family provide the easier version.



That's no way to treat a lady, in fact that's no way to treat anybody! She'd better get wasting if the Mafia are to take control of the town.

CRIME DOES NOT PAY

TITUS ■ £25.99 Joystick and keyboard

Crime Does Not Pay proudly boasts the legend "Officially Endorsed by the Mafia" on the box. It's not entirely clear if this is good or bad news. The Mafia may know an awful lot about robbery, extortion and drug dealing, but in the field of software production, they have to be considered novices. At least if *Crime Does Not Pay* is any indication.

Crime is an arcade adventure where you control three members of a syndicate that is bidding for the control of a city. The overall strategy is to get one of the family elected mayor, but this requires extreme skulduggery and general nastiness. Police chiefs, judges and bankers must be bought off or controlled, hit men must be killed or avoided and the cash has to be kept rolling in.

Family fortunes

Crime is committed by a wandering sprite-style of arcade adventure, where a joystick-controlled villain is sent snooping, stealing and shooting on screen. They can walk the streets meeting and killing folk, or enter buildings and search for evidence to bolster the Costa Nostra's power bid.



That's more like it! The mad swine with the machine-gun gets his come-uppance and a few slugs for good measure.

Protection racket

Crime uses a collect-and-protect structure, as its main gameplay angle. Each of the three-member family has a limited amount of health and five pockets in which to put evidence, cash and anything else they think may be useful later. This could be incriminating evidence or a clip of ammunition: both have their uses. The three family members have different abilities and so must be used to their best effect; but they also provide the mechanics by which multiple lives are introduced into a real world scenario.

Crime is controlled via the joystick or keyboard. This is fine for street sections where simply up, down, left and right commands suffice. It proves tricky and slow



The Italian Mob. Godfather, son and deadly daughter. Each has a certain set of skills, but you must discover how to use them.

to use though, when dealing with more avant garde ideas such as picking stuff up, shooting someone or using an object. The menu system is inflexible and demands a rigid order. This wouldn't be that hard to deal with, when time's on your side. But many rooms, to encourage speed, introduce snipers who blast your health away if you hang around. Due to the menu system, though, hanging about is inevitable when you want to give a room a complete search and so is the associated damage.

Crime has always been painted as a glamourous and thrilling career, full of drama. *Crime,* though, does not deliver this excitement. The adventure mode limits the level of action, but *Crime's* attempt to inject pace does not work. The gunfights are hard to control and prove more frustrating than tense, while walking and searching is hampered by slow screen switching. The overall tone is set by the tediously long loading time and the game's need to totally reboot after each defeat.

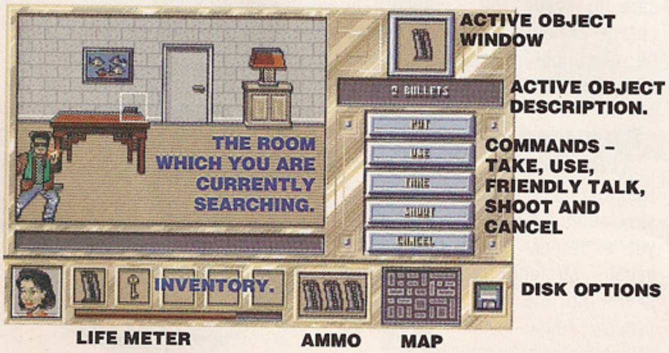
In solution

Crime is a free-form game that does not have a straightforward, linear solution. On the positive side it gives the player true freedom of choice. They can do anything they want, anytime they want. This is certainly true of *Crime*, there is plenty to do, find and see. The down side of this is that the game can lose focus and become confusing. Players cannot readily gauge the success of any particular tactic. *Crime* suffers here, because while its obvious what you can do, the motive force of why you should bother is lacking.

Crime improves once you reach it through the first few hours. It takes a stronger, more identifiable shape as plot and tactics rear their heads. Getting to this point, though, takes considerable time and firm convictions. *Crime* does get better, but it doesn't pay off.

Trenton Webb

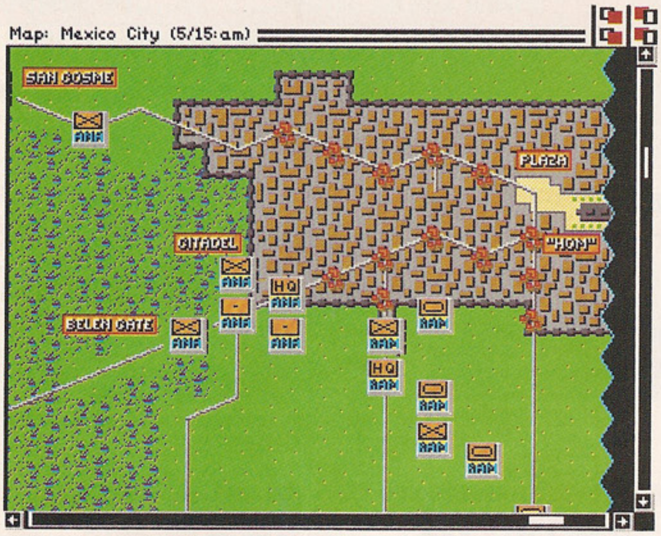
SEARCH AND SEIZURE



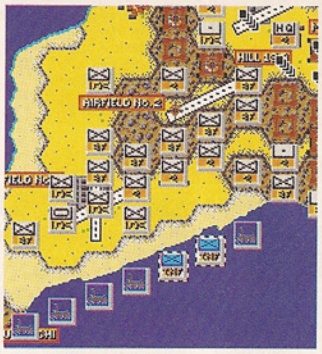
VERDICT

- Big arcade adventure with the criminals as the heroes.
- Very slow loading is incredibly irritating.
- Lacks any sort of clear initial objective.
- The motive becomes clearer after a few hours play.
- Fiddly control and slow pace criminally conspire against the Mafia.





Your men advanced cautiously towards Mexico City. They can enter it at any point, but it takes time for your men to batter down walls, trample through fences and so on.



IWO JIMA 1945
The Japanese were ready for the US forces here, but they held their fire right until the Americans were all on the beach. Then they let rip with mortars and artillery. The Marines hid, then rushed the Japanese when the bombardment died down. It was a bloodbath; 21,000 defenders and 28,500 US servicemen died.



HUE 1968
During the Tet Offensive, the Communists had taken and reinforced Hue City, forcing the Marines to enter it (with ARVN support) and take it back. Airpower was nullified by dreadful weather, so sheer determination was the key to US success (that and the fact the Viet Cong were cut off from their supplies days earlier).

HALLS OF MONTEZUMA

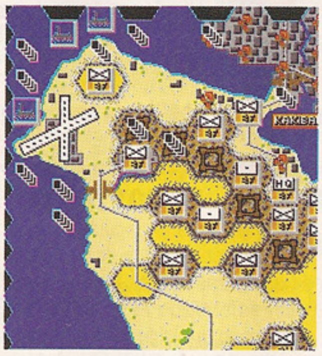
STRATEGIC STUDIES GROUP ■ £24.99 Mouse



BELLEAU WOOD 1918
France. The Germans were advancing towards Paris when they came up against the 4th Marine Brigade, who shot at them with such ferocity that they halted their advance, turned and pegged it for the safety of the wood out of which they'd just come.



PUSAN 1950
The Koreans were cut off by the US forces on a peninsula. But, the United States Marine Corps, in the thick of it, were attacked on both sides. Somewhat prudently they decided to run away, thus allowing them to fight another day ie a counterstrike at Inchon.



OKINAWA 1945
The USA virtually flattened this island with bombing raids. They landed and advanced towards the 100,000 defenders. There was a stalemate. The Japanese started retreating off the island, hampered by the Marines. Again, thousands died in their escape.



INCHON 1950
Annoyed, the Marines landed here and attacked the city. The North Korean Peoples' Army were tough nuts to crack, but the miffed Marines blasted their way to Seoul and shattered the North Koreans.

Love them or hate them, you just can't ignore the US Marine Corps (USMC). They've got to be the biggest troublemakers the world has ever seen; whenever there's a bit of a barney somewhere on the globe the USMC will be in the thick of it.

So, as a celebration of over 100 years of energetic bottom-kicking, SSG has released a war-game which gives you the chance to control this closely-cropped body of men during some of their finest battles. There are eight scenarios, ranging from Mexico City in 1848 to the spirited attack at Hue, Vietnam in 1968.

Montezuma's revenge

The battles are fought on hex maps, with accurate terrain and features, and, once started, you can either adhere to history as described in a scenario booklet supplied or try some completely new tactic in order to overcome your opponent (the computer or another human). It works in the time-honoured turns-and-phases system, and you'll need to plod through each unit, giving orders and checking stats.

This is the problem with *Halls Of Montezuma*. It's impenetrable. The icon system isn't particularly clear and there seem to be a lot of quirks which just have to be learnt and accommodated for. There's an absolute wealth of (historically accurate) data available for each unit and the forces involved are correct too, but at the cost of playability. It just isn't very exciting. What doesn't help are the symbols used. These are of the old-fashioned war-game type – little boxes, some with crosses in them. To find out more detail you click on them, otherwise you've got no idea of strengths, weaknesses and effectiveness.

Hué the lads

The scenarios, apart from taking a long time to play, are well thought out and nicely balanced. And, using something called Warplan, you can design your own battles, using customised forces. This is the best feature of the game. Setting up a map, placing units around it and playing out your own battles can be good fun (once you've mastered the difficult-to-understand icons and menus).

Overall, though, it's hard to use, plays an unadventurous game and doesn't fire your imagination like a good war-game should.

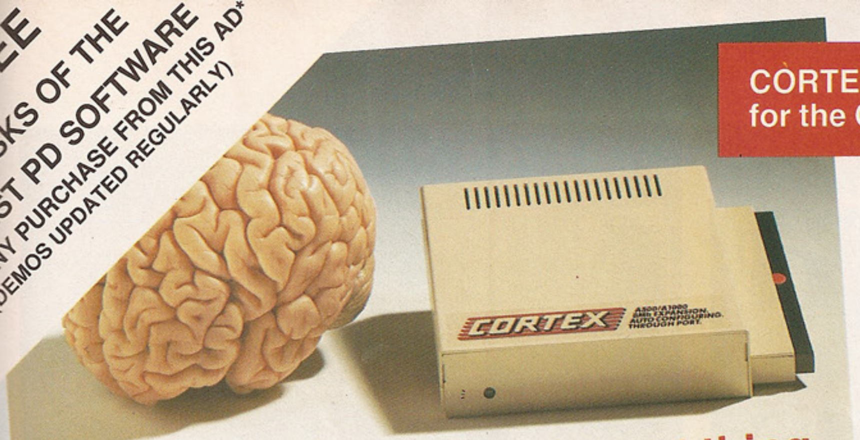
James Leach

VERDICT

- Quirky and hard to understand menu systems and icons.
- Uninspiring to look at and slow to play.
- Game designer is worth persevering with as it can work well.
- Graphics and sound aren't very impressive.

43%

REE
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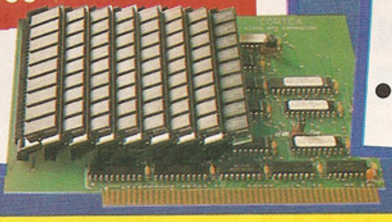
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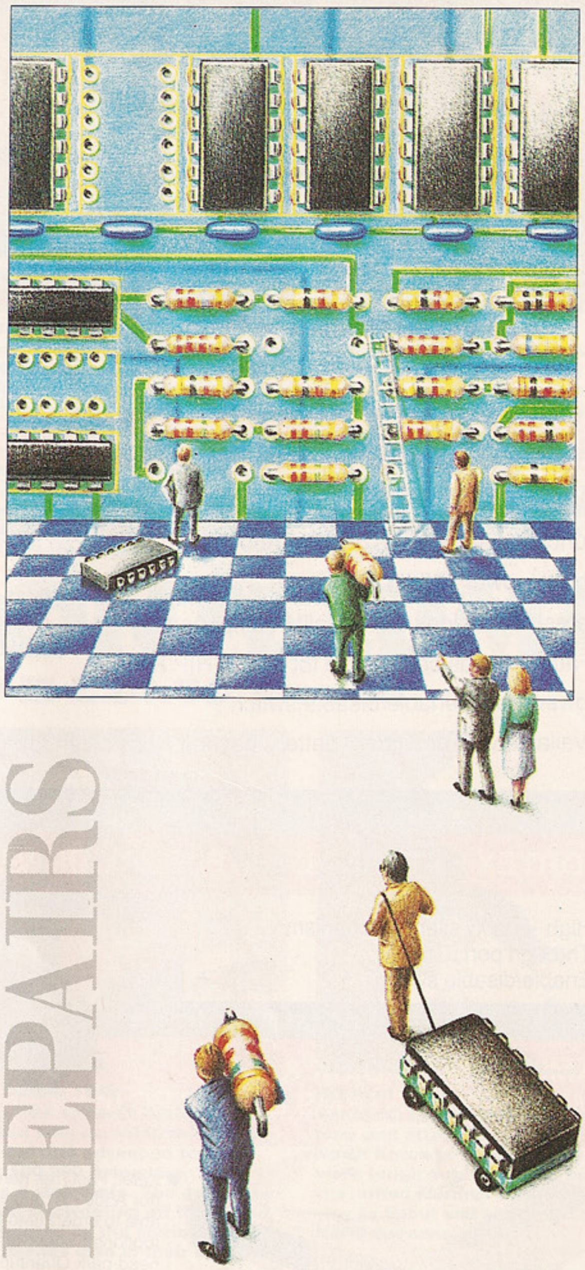
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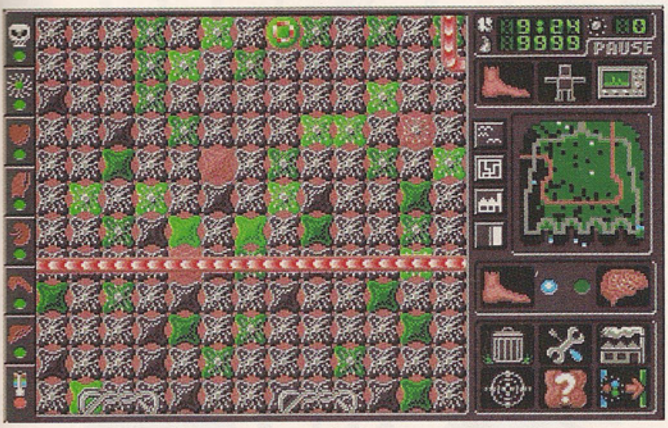


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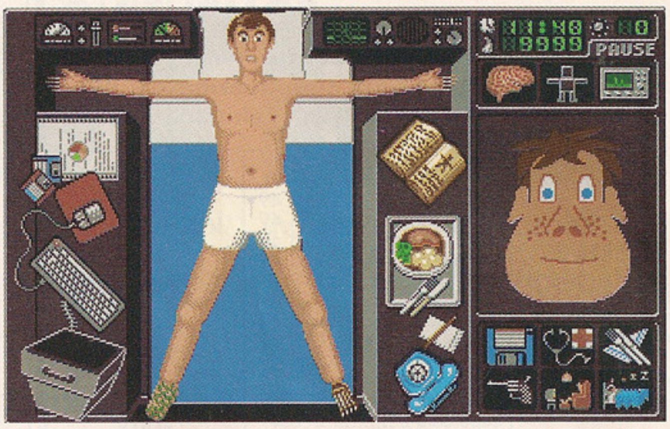
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★ Free software is limited to one set per order and is supplied without warranty





Life's gone horribly wrong. Some virulent germs have attached themselves to to your body and are merrily chomping their way through your flesh. Despatch some friendly germs and you'll feel a lot better



The main screen is the access route to a plethora of sub-menus. The body can be viewed in minute detail, the game can be saved and private or NHS help can be called in.

GERM CRAZY

ELECTRONIC ZOO ■ £25.99 Mouse

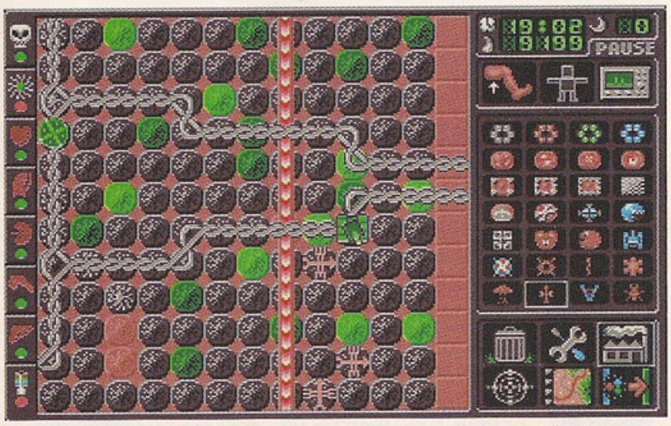
Here's a game which tells it how it is on the packaging: "See it eat through all major organs. Hear hysterical screams of agony, Feel completely sick." *Germ Crazy* is a god-game á la *Sim City*, but played inside the human body. So it's little surprise that the box gets the bad taste award for 1991.

More gas nurse

The idea is to arrest the progress of a virus. You have various facilities at your disposal all of which can slow or stop the virus. These range from a rather brutal attachment, a life-support machine, to warfare at germ level.

When the game kicks off, options can be chosen for the kind of germ warfare you're into. Thus, you can choose to fight on one specified area of the body (such as the heart), or on the whole body. There are six levels and these determine how hard the viruses are and the speed at which they spread through the body.

Once you're happy with your settings, the game proper starts and the germs start spreading through the body. Initially the little blighters are quite soft, but unless you perform some medicine quickly they'll start eating their way through limbs and organs.



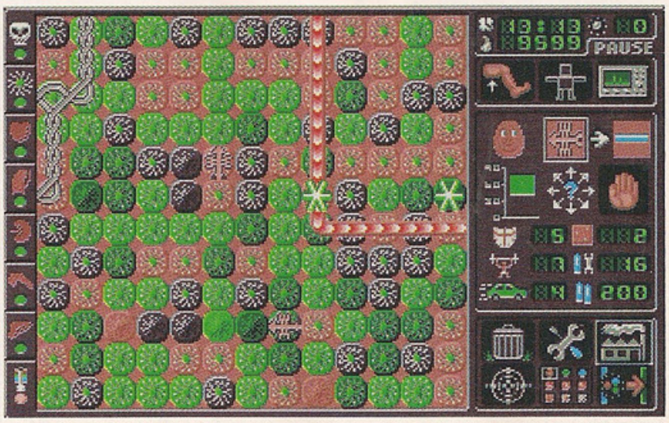
There's an antibody for every germ you'll come across. There are some very hard combatants in the battalion, but don't go over the top often an antibody will do just as good a job as a tankbuster.

The main graphic in the game is your patient. Zoom in to a cell level and you get a representation of the viruses whizzing about. The icons are large and clear, though there are so many of them it's easy to become lost.

If you feel a trip to the doctor is in order, you can book the patient in to see an NHS or a private doctor. You only have limited amounts of cash, so the private option will bruise the cheque book. The NHS provides a check-up option and life support. The private doctor supplies drugs and performs operations: these are blimmin' expensive. If you're straped for cash, you can order your patient to lie down and have a hearty meal: well it works for me!

Don't mention the germs

Far and away the most fun is to be had when you start playing the game one-on-one against the germs. Individual sections of the body can be viewed close up. This means you can see exactly what sort of germ is attacking a part of the body and accordingly dispatch a germ agent to do battle.



Those nasty germs don't know what hit them. Your tank antibodies spit out laser fire at anything that moves; they're useful when things have got out of hand and 60 germs are prancing around gayly.

Lets say that a shellerphage germ has plonked itself in a nice spot and is dispatching germ missiles at the body. This guy can be dealt with quickly by your own secret agent, the engulpher (he looks like a pacman). Move to the agent choice-movement menu, pick your agent and then move onto the cell map to deploy him.

It's important to keep tabs on each part of the body. It's easy to go for an all-curing antidote, but this is expensive and just delays the virus. Get your treatment wrong and the affected part starts withering, and a demoniac cackle lets rip. Enjoy too many of these and you'll be treating a skeleton.

Here's a god-game with plenty to get your teeth into: you can be subtle with your treatments, or go for an organ transplant. However the game *is* hard to master, even on the easy option so it'll take you a long time to get to grips.

Andy Hutchinson

VERDICT

- You'll spend a long time getting to grips with the array of sub-menus.
- Pleasing to the eye and ear: the graphics are sick and detailed and the samples are gut trembling and funny.
- If you're into life-and-death situations, you'll love the horrors you meet against the germs.
- Expect to have to read the manual extensively.

75%

SP OUTRO

It's Screenplay Outro (SPoutro to its friends) time again where we make all the games we missed out, feel a little better about themselves and kick the titles that didn't deserve a page in the first place. There's also the definitive Amiga software chart, hiding over the page. So you can check the progress of your favourite games, as the big names and big games titles head for the Number One slot.

AMIGA PHAZER

Trojan Products £39.99
(Lightgun and two games)
Contact: Trojan, 0554 777993.



The Amiga Phazer is the latest lightgun interface, to try and add that true arcade feel to blast-em-ups. Previous lightguns have failed for one simple reason, they weren't accurate. The Amiga Phazer is definitely different in that respect, because here you hit what you shoot.

The gun plugs straight into the joystick port and after some quick calibration it's blasting time. The gun itself feels light, but proves reasonably robust even after periods of extremely heavy trigger bashing. Trojan even guarantees that rarest of the rare in peripherals, a long lead (1.5m) so you can sit well back from the keyboard to blast.

Duck Hunt and *Orbital Destroyer* are the games that come bundled with the gun. *Duck Hunt* simulates clay-pigeon shoots, in various scenic locations, while *Orbital Destroyer* is full of rolling rocks and bug-eyed nasties. Both have good, instant appeal, but this evaporates as soon as the trigger finger begins to tire. They do prove that the gun and driver work though. The code to control the gun has been made available to the major coding houses, so it can be included in suitable games, but, as yet there is no news of compatible releases. Trojan will be releasing three more games for the gun this year: *The Enforcer*, *Aliex* and *Fire Star*.



FROSTBYTE

Pocket Power £2.99

Curious and charming. Play a 'slinky' style spring in a platform adventure. It looks almost identical to its 8-bit cousin, but it is pleasantly intriguing with severe moments of oddness. At three quid it's enjoyably quirky, a fact which the score reflects.

Verdict 69%

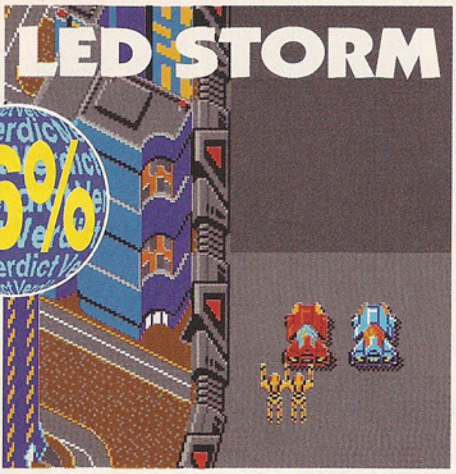


IMPOSSIBLE MISSION II

Kixx £7.99

Looking terrible, and with a monumentally confusing plot, *Impossible Mission II* is every bit a classic, at least in terms of gameplay. A small somersaulting sprite has to leap around a maze of platforms, killing robots and finding kit in a real-time environment. Should be awful but it isn't.

Verdict 72%



Kixx £7.99

Oh no! It's the attack of the pointless race game! *LED Storm* is a tame, up the screen, motorised blast. Mutants cling to your bumpers and aliens drop bombs on the roof in this hard to control game. It does feature the most excellent guitar soundtrack though.



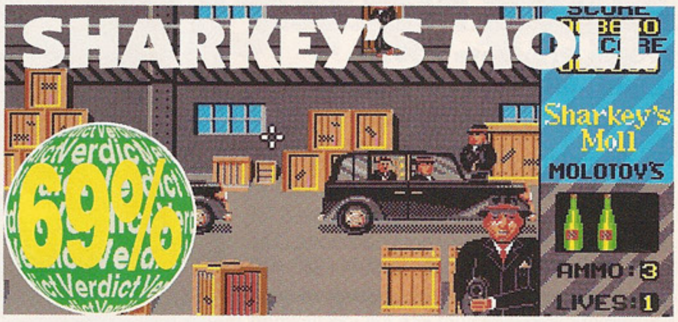
Kixx £7.99

A classic coin-op comes crashing to Earth. Basic sprites, glitchy control and crushingly twee music conspire to ruin a good platform/combat game. It strangely draws the interest though, in the way many really duff games do.



Kixx £7.99

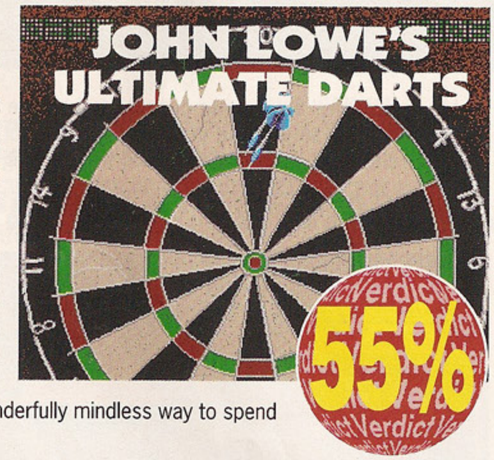
A smart head-to-head, hack-and-slash special. You play a thug with a sword who has to kill another thug with a sword. Masses of moves and well animated – if blocky – graphics. Basic but fun, it's IK+ with a sword.



Zeppelin £7.99

An *Op Wolf* clone set in old Chicago. You play a cop, and some blocky sprites play the villains. Shoot snipers in the head to earn extra ammunition, health and bombs. Good fun, high-speed blast.

Kixx £7.99



This is an extremely strange darts game, with tournaments, odd sports and a chance to play the big names in darts. A wobbly mouse cursor is used to simulate the shaking hand that holds the darts. The Amiga does all the maths and it's a wonderfully mindless way to spend an hour or two.

FLIGHT PATH 737

Pocket Power £2.99

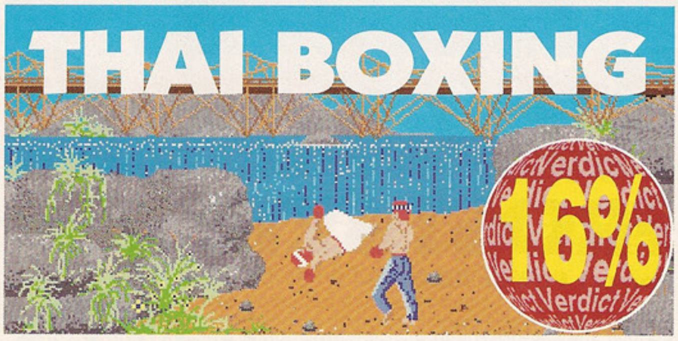


As a flight sim this leaves a lot to be desired, like simulation of flight for instance. Try taking the world's slowest airliner on a trip into tedium. It may only be £2.99 but that's pricey for a disk you'll want to format.



Pocket Power £2.99

Defender fans need not apply for this clone of the arcade classic. It follows the sideways-scrolling theme, rescuing stranded colonists as aliens whiz around. The lack of pace combined with the curious screen scroll makes accurate turning and blasting nigh on impossible.



Pocket Power £2.99

Laughable oriental beat-em-up. Feels rough, and that's not a compliment, so it is hard to play. When the fighter sprite turns,the commands for walk forwards doesn't and opposite joystick movements are needed.

JOCHEN HIPPEL – GIVE IT A TRY CD £6.99

No it's not actually a game, it is in fact a compilation CD of Thalion's best arcade tunes. Who could forget the classic Wings of Death (Main Theme), Dragonflight Part I – Dawn at Ontaflareth and Wings of Death (Second Theme)? They're all here and should be doing the rounds at a software store near you. Just think of it as CDTV entertainment without the TV.

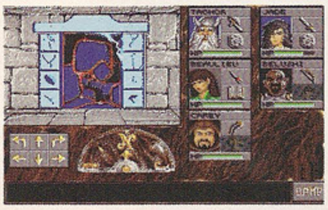


BUDGET CHART

1 (2)	Fantasy World Dizzy	Codemasters
2 (1)	Defender of the Crown	Mirror Image
3 (-)	Lombard RAC Rally	Hit Squad
4 (5)	North and South	Action 16
5 (3)	Miami Chase	Codemasters
6 (-)	Carrier Command	Mirror Image
7 (10)	Treasure Island Dizzy	Codemasters
8 (4)	Little Puff	Codemasters
9 (8)	Ninja Rabbits	Micro Value
10 (-)	3D Pool	Mirror Image

Role Over!

RPGs lead the way this month with both *Eye of the Beholder* and *Hero Quest* making strong moves for the top slot. *MegaTraveller* slips a few places but is still in the survey. Is this a case of the folks going on holiday during a recession by being someone else?



Drop outs

The chart is as volatile as ever. There's one re-entry, three games hold their positions, six go up, 10 drop and there are nine new entries. Among the notable casualties are *Killing Cloud* (was nine, and it is now out of the Top 30), *Wonderland* (was 15, now out) *'Nam* (was 23, now out), *Supercars 2* (was six, now 24), *Brat* (was 16, now 30). *Winning Tactics* is the highest new entry at number three, with *Railroad Tycoon* slamming in behind it at 10.





Chart attack!

Anco and the incredible *Kick-Off* phenomenon continue to break every rule in the chart book. *Winning Tactics* entry means that there are now three different *Kick Off 2* titles in the Top 30. An incredible tenth of the chart is now dominated by one incredible idea. What's more the budget bargain of the month has to be *Kick Off 1* with the supplements disk *Extra Time* which is now doing the rounds for £7.99. Over the moon Jim (well Dino actually).



BELOW

Kick Off Winning Tactics and *Cricket Simulator* don't have a score for one simple reason, we ain't reviewed them yet! We're still waiting for copy of *Winning Tactics,* because it hasn't worked out a strategy to get past our demon-goalie postman, Jim. While on the other wicket, our reviewing outfield haven't managed to catch a copy of *Cricket Simulator.*

THE AMIGA FULL PRICE CHART

1 (8)	▲	Eye of the Beholder	US Gold	£30.99	FG93%
2 (7)	▲	The Secret of Monkey Island	US Gold	£29.99	FG92%
3 (-)	NEW	Kick Off – Winning Tactics	Anco	£12.99	See Below
4 (4)	■	PGA Tour Golf	Electronic Arts	£25.99	FG90%
5 (11)	▲	Hero Quest	Gremlin Graphics	£25.99	85%
6 (5)	▼	Lemmings	Psygnosis	£24.99	FG92%
7 (1)	▼	Armour-Geddon	Psygnosis	£25.99	85%
8 (10)	▲	Speedball 2	Image Works	£24.99	FG94%
9 (2)	▼	Gods	Renegade	£25.53	FG90%
10 (-)	NEW	Toki	Ocean	£24.99	78%
11 (-)	NEW	Railroad Tycoon	MicroProse	£34.99	FG92%
12 (12)	■	Final Whistle	Anco	£12.99	83%
13 (-)	NEW	Centurion – Defender of Rome	Electronic Arts	£25.99	79%
14 (-)	NEW	Switchblade 2	Gremlin Graphics	£25.99	70%
15 (3)	▼	Chuck Rock	Core Design	£25.54	80%
16 (-)	NEW	Cricket Simulator	Soundware Int.	£24.99	See Below
17 (21)	▲	Kick Off 2	Anco	£24.99	FG94%
18 (18)	■	European Superleague	CDS	£24.99	74%
19 (13)	▼	SWIV	Storm	£24.99	FG92%
20 (22)	▲	Panza Kick Boxing	US Gold	£24.99	69%
21 (14)	▼	MegaTraveller	Empire	£29.99	70%
22 (-)	NEW	Life and Death	Mindscape	£25.53	70%
23 (20)	▼	Viz	Virgin	£24.99	61%
24 (6)	▼	Supercars 2	Gremlin Graphics	£19.99	80%
25 (19)	▼	F-19 Stealth Fighter	MicroProse	£29.99	FG91%
26 (24)	▼	Super Monaco Grand Prix	US Gold	£25.53	83%
27 (-)	NEW	Sim City/Populous	Infogrames	£29.99	Compilation
28 (29)	▲	Powermonger	Electronic Arts	£29.99	FG94%
29 (-)	NEW	Teenage Mutant Hero Turtles	Image Works	£24.99	35%
30 (16)	▼	Brat	Image Works	£29.99	87%

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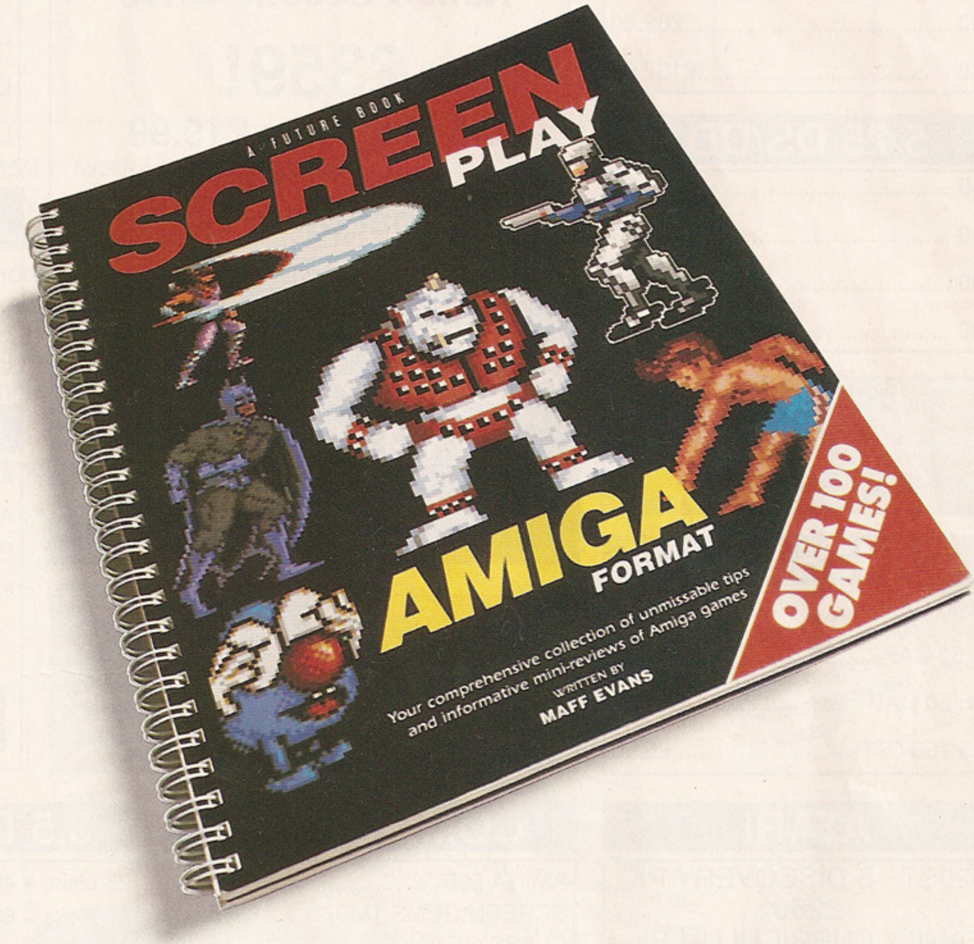
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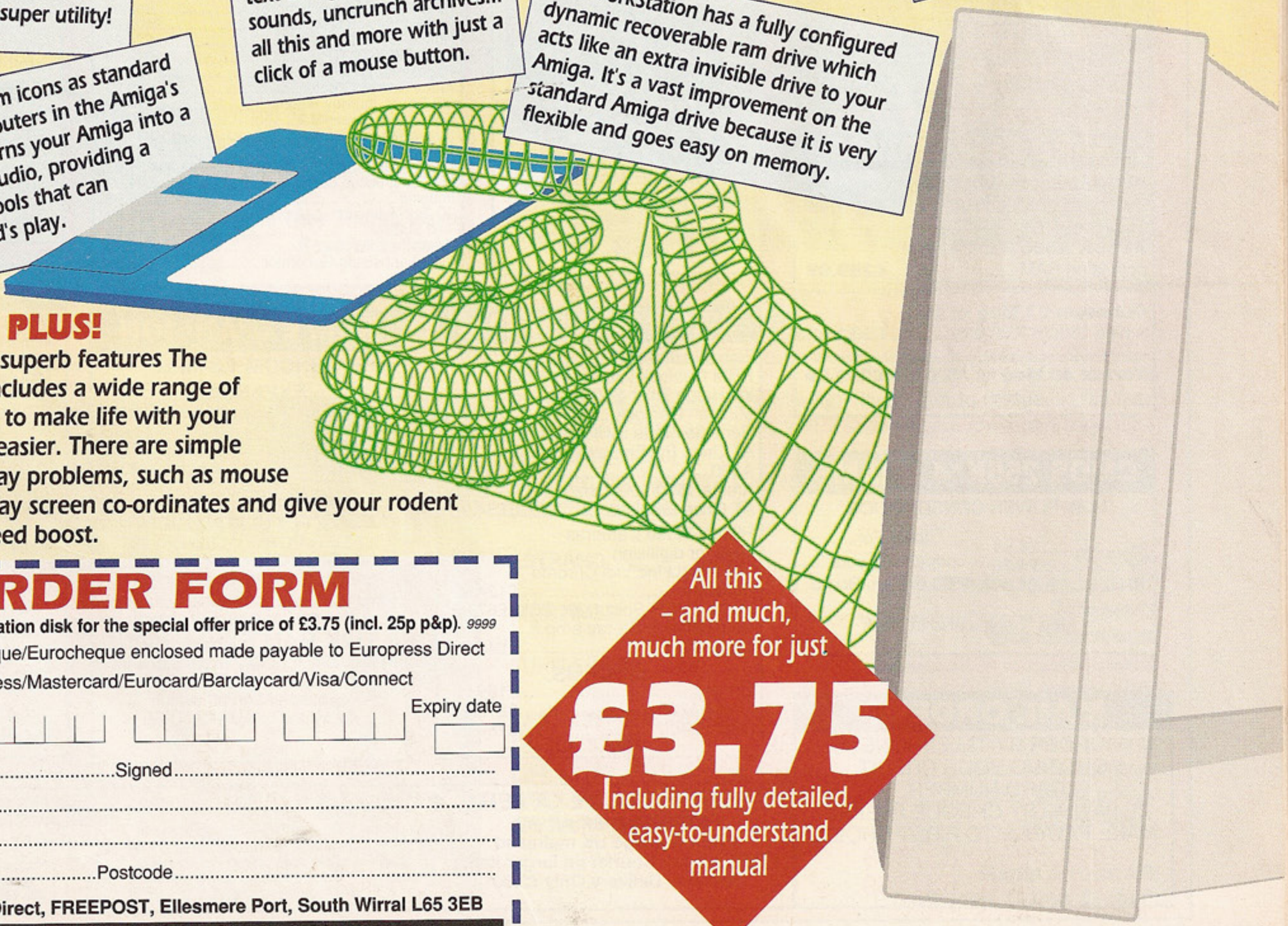
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You could win yourself some dosh!

Ah, the joys of summer! The sunshine, the long evenings and the faulty air conditioning. What would all you frustrated game players do if **MAFF EVANS** wasn't sat at his desk in the sweltering heat putting together the spiffiest sets of tips on the planet? You'd be crap at games, that's what! So without further ado, let's get on with the hints.

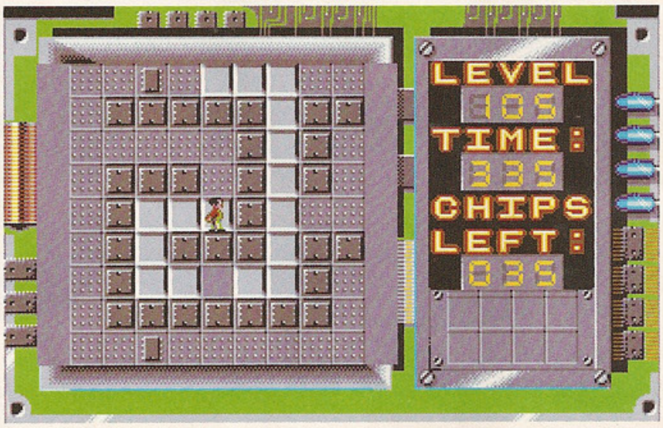
CHIP'S CHALLENGE

Those of you that are finding the puzzles a mite too difficult, here are a few hints. Start the game as normal and press **F**. The screen flips upside down and is then ready to accept the cheats. Then try entering:

SAGITTARIANS MAKE BETTER LOVERS.
Despite not being true, this gives you an infinite supply of keys, shields, ice-boots and magnets.
09/12/57
This gives unlimited time.
I THINK THEREFORE I AM.
This means that you don't need to collect the chips to escape.

Remember to include spaces and the full-stop! Now you can press **C** to skip to the next level. Pressing **F** will return you to the game.

Bjarni Thor Thorsteinsson,
Reykjavik, Iceland



CHUCK ROCK



Come on! Get that beer belly moving! Chuck's got to rescue his fair lady! What? You're dead again? Oh, well, I suppose you are in dire need of a cheat code or two.

When the band are playing on the title section, type the following (including spaces).

ESTRANO .... Fly mode (Left shift toggles on or off)
MORTIMER .... Zone select (Use function keys)
TURN FRAME .... Level select (Use number keys)
FAST AINT THE WORD .... Infinite energy
UNCLE SAMS .... Infinite energy
LIFE IS MY DREAM .... Infinite energy
SHE LOVES CLEANING WINDOWS .... Infinite energy
ITS FAIRY BOWBELZ .... Infinite energy

Martin Arrowsmith
Darlington, County Durham

THE SECRET OF

Right, you've had time to finish the first section and have a crack at the rest of the adventure, so let's tell all you struggling pirate adventurers how to win through. Following on from the first half of the solution published in the last issue, here is the method for completing the rest of the Monkey Island adventure.



PART TWO – THE JOURNEY

Once the crew have made their position clear and you retire to the cabin, **OPEN** the drawer of the desk and **LOOK AT** the contents. **LOOK AT** the book to read it. **PICK UP** the feather pen and the ink, then **WALK TO** the door to get to the deck. **WALK TO** the rope ladder and **PICK UP** the Jolly Roger when you have climbed to the top.

Go back down to the deck and go down to the hatch. **WALK TO** the door to get to the galley. **PICK UP** the pot and **OPEN** the cupboard. **PICK UP** the cereal and open it to get the prize. **LOOK AT** the prize you will see that it's a small key.

WALK back up the ladder and **WALK TO** the hatch to go down into the hold. **OPEN** the chest on the right and **LOOK AT** it to get the fine wine. **PICK UP** the giant piece of rope and **OPEN** the kegs on the left to get some gunpowder. Now go back out to the deck.

WALK back to the cabin and **USE** the small key on the cabinet. **OPEN** the chest inside to get a piece of paper and some cinnamon sticks. **LOOK AT** the piece of paper to read the recipe, then **WALK** back on deck and go to the galley again.

USE the cinnamon sticks, the Jolly Roger, the rubber chicken, the fine wine, the breath mints, the piece of paper and the gunpowder with the cooking pot. The pot will then go bang and start to steam, which makes you pass out.

When you wake up, go to the deck to discover that you are at Monkey Island. Go back down to the hold and **OPEN** the kegs again to get some more gunpowder from the kegs, then return to the deck.

USE the gunpowder in the cannon nozzle and the giant piece of rope with the cannon to form a fuse.

Go back down to the galley and **USE** the feather pen with the red hot fire to form a flaming mass. Return to the deck, **USE** the flaming mass with the fuse, and **USE** the pot. The cannon will then fire you onto the shore of Monkey Island.

PART THREE – UNDER MONKEY ISLAND

After Herman walks away, **WALK TO** the jungle to see the map of the island. Go to the river fork in the middle of the island and **WALK TO** the footholds across the river. **PUSH** the rock off the edge and lawks! Your ship will be sunk! But don't worry.

PULL the primitive art twice, then **WALK** to the next set of footholds to get to the top of the rock tower. If Herman appears, just say anything and he'll walk away. **PUSH** the rock off the edge. The rock should hit the banana tree on the beach. **WALK** back down to the river fork and return to the jungle.

Go off to the left and go to the fort on the edge of the volcano. **PICK UP** the spyglass and the rope and **PUSH** the cannon. When Herman appears, say that you think a monkey did it. Ask him a question, then leave the conversation. **PICK UP** the cannonball and the gunpowder and **WALK** back to the jungle.

Go back to the river fork and **PICK UP** the note under the rock. **LOOK AT** the noteworthy rock to get a piece of flint. **USE** the handful of gunpowder with the dam, then **USE** the flint with the cannonball. The dam will burst and the water will carry you along for a while.

Go to the pond at the end of the river and **PICK UP** the rope by the unhealthy looking man. When Herman leaves, **WALK** back to the jungle and **WALK** to the crack.

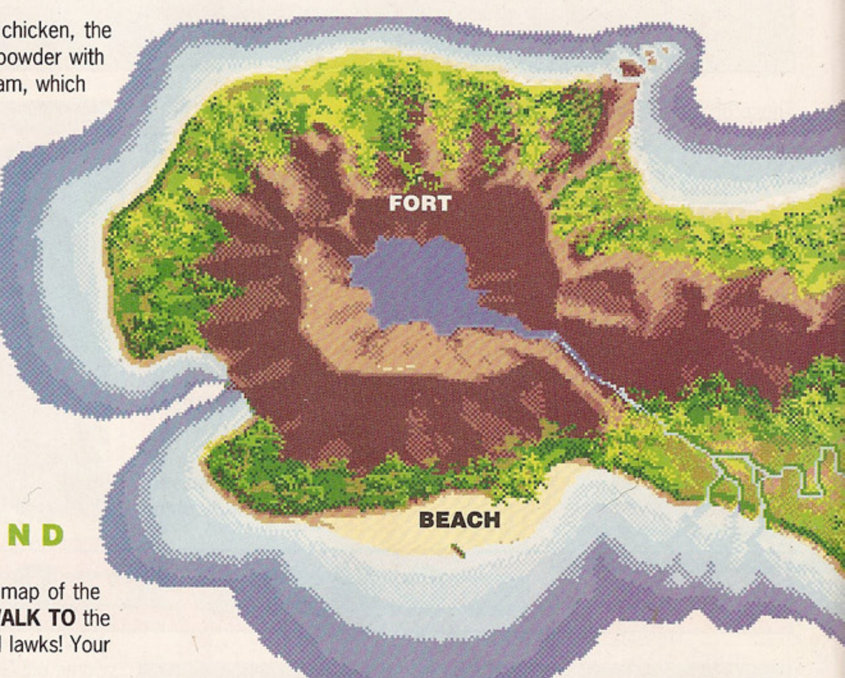
USE the rope with the strong branch on the edge of the crack and **WALK** down to the next ledge. **USE** the other rope with the sturdy stump and **PICK UP** the oars. **WALK** back to the jungle and return to the beach where you first landed.

PICK UP the bananas and **USE** the oars with the row-boat. Paddle off to the right, around the headland and up to the beach near the top of the island. **WALK TO** the jungle and go to the village.

WALK TO the hut on the far left and **PICK UP** the bowl of fruit to get the bananas. As you try to leave the village, the cannibals will stop you and try to get you to give them an offering. **GIVE** them anything, since they won't accept it and will lock you in a hut. **PICK UP** the skull on the floor and **OPEN** the loose floorboard underneath. **WALK TO** the hole to escape.

Get back to the boat and paddle back to the island with the banana tree. **WALK TO** the jungle and go to the monkey. **GIVE** bananas to the monkey and **LOOK AT** him until he looks happy, then he'll follow you.

WALK back to the jungle and go to the clearing on the headland to the right. **WALK TO** the right until you reach the totem poles. **PULL** the nose on the left-hand totem pole and **WALK TO** the gate that opens. The gate closes again, but the monkey will start to swing on the nose, keeping the gate open. **WALK** through to the gigantic monkey head and **PICK UP** the wimpy little idol. Then go back to the jungle and go on back to your boat.



Paddle round to the beach at the top and go to the village again. **WALK TO** the hut on the left, then **WALK** back to the right. The cannibals will stop you again and try to get you to give them something, so **GIVE** them the wimpy little idol.

WALK TO the hut on the left and go in. **PICK UP** the banana picker and go back outside. As you head out of the village you will meet Herman. **GIVE** the banana picker to him and he will give you the monkey-head key.

Go back towards your boat and paddle round to the beach just next to the headland. Go to the clearing and **WALK TO** the gigantic monkey head. **USE** the monkey-head key in the gigantic monkey ear to make the head open.

Go back to your boat, paddle up to the top beach and go to the

MONKEY ISLAND

PARTS 2, 3 AND 4



village again to meet the natives who are now friendly. Tell them that there is something they can do for you and that you are looking for someone dead. They will then tell you about their magic potion. Say you are going to kick LeChuck out. The natives will stop you, so get them to tell you about the head of the navigator. **GIVE** the leaflet to the natives and they will give you the head and the necklace.

Go back to your boat and paddle back to the beach near the headland. Go to the clearing, **WALK TO** the gigantic monkey head and go in. **WALK** to the right until you get to the next cave, then **USE** the head of the navigator. **WALK** through the catacombs, following the direction that the head looks until you reach LeChuck's ghost ship.

TALK TO the head of the navigator and ask him for the necklace. Keep pleading with him until he gives it to you then **USE** the necklace to make yourself invisible.

WALK TO the ghost ship and **WALK TO** the door over to the left. **USE** the magnetic compass with the key then **WALK** back to the deck. **WALK** down the hatch and **WALK TO** the passage on the right. **PICK UP** the ghost feather which is by the ghost chickens and then go back through the passage.

USE the ghost feather on the feet of the sleeping ghost crew and **PICK UP** the jug o'grog that he drops. Go back through the passage again and **USE** the key on the hatch. **WALK TO** the hatch and **USE** the jug o'grog with the dish. **PICK UP** the cooking grease and go back up to the deck.

USE the glob of grease on the door on the right to stop it squeaking, then **OPEN** it and go in. **PICK UP** the ghost tools and go back to the deck. Go down the hatch and through the passage, **USE** the tools on the glowing crate to get the voodoo root. Then go back to the cave and **WALK** off to the left. You will now appear back at the village.

Have a chat to the three-headed monkey (eh?) while the natives mix your potion, then **WALK** back to the jungle. You will appear in the cave next to a ghost. Ask him what happened and about the wedding, then get ready to go.

Your crew should now appear and you can go back to your ship to leave Monkey Island.

PART FOUR – GUYBRUSH KICKS BUTT

WALK off the dock and you will be assailed by a ghost. Offer him some root beer and he will get zapped. **WALK TO** the town and **WALK** up to the grim spectre. Tell him you have some magic root beer to blast him.

WALK under the archway to the church, **OPEN** the door and walk in. Say stop the wedding and when LeChuck threatens you say 'Take This!'. The Governor will then surprisingly appear, so try to find out what's going on. Say 'Take This!' when LeChuck threatens you again to find that you're seltzer is jammed.

LeChuck will belt you through the roof, and you will land in the Grog machine in Stan's Boat Yard. When LeChuck shakes you out of the machine, quickly pick up the bottle of root beer. As soon as you have the bottle, USE it on LeChuck to defeat him, and you can be happily reunited with the Governor.

THE END (cue sloppy end music and roll credits).

Ben Stone,
Ludlow, Shropshire

SUPERCARS 2

We can't all be like Tom Cruise in Days of Thunder. But for those budding racing drivers having trouble winning races, here are some Supercars 2 playing tips direct from Gremlin.

COURSE FEATURES

In order to win races, you really need to get to know the tracks first and their various features.

JUMPS

Take off as straight as possible to make sure you clear jumps. When jumping into a corner, a slight angle can stop you from hitting the wall on the other side.



CROSS OVERS

These don't allow you to cheat! Time going in and coming out carefully, otherwise you will be docked a lap. If you are knocked off course, you must go back even if it means letting the other cars go past.

GATES

Sometimes it is worth waiting for gates to open, but as they all run at the same time interval you can usually tell whether to wait or not. Remember that you can squeeze through a closing gate.

TUNNELS

If you get stuck in a tunnel, keep turning until the screen starts scrolling the right way. Super missiles are useful here!

POWER UPS AND WEAPONRY

FRONT AND REAR MISSILES

These are only really useful in exceptional circumstances. These are best used to make more cash for useful weapons. That is buy loads when they're cheap!

MINES

These are useful for keeping cars off your trail on some courses where backlogs occur.

HOMING MISSILES

These are especially useful on thin sections to clear the road and on fast courses where you can't catch the cars.

SUPER MISSILES

These are useful in tunnels where you can't see the other cars and on courses with gates, where you will suddenly meet cars coming the other way.

TURBO JUMPS

These are useful for jumping the queue at the start of races. Try only to use them when you are standing still or when jumping a train. For train jumping, they are best used at a distance of about three cars.

Continued overleaf ▶

THE TRACKS

EASY LEVEL

①

No problems here. Just remember to save all of your missiles.

②

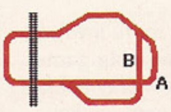

The key to this is mastering the turning of corner X to save time.

③

Avoid collisions and try to nudge cars out on corners to pass them. Homing missiles are useful.

④

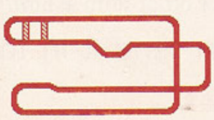
This one has lots of tunnels! Just watch the way the screen scrolls if you get stuck. Beware! Enemy cars have mines!

⑤


You have a choice of routes here. A is usually best unless you are forced to do otherwise by missiles.

⑥

The real problem is the jump. Make sure you are clear of all cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight away.

⑦

Again, homing missiles are useful. Go through all the short cuts but be careful not to get squashed. Spend all your remaining cash on this one.

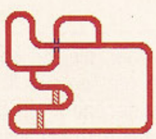
MEDIUM LEVEL

①

No problems – just use handbrake turns to save slowing down.

②

Just avoid collisions on the chicanes even if it means driving slower.

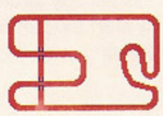
③

There's a choice of routes again, but the jump saves a lot of time.

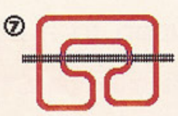
④

Remember where the jump is and take your time at crossovers. Homing missiles are useful.

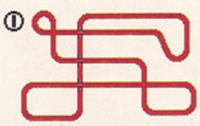
⑤

Be careful not to get pushed off course or you will lose a lap. Otherwise race around at top speed making full use of handbrake turns.

⑥

The jump route's fastest, but if you take off too quickly you will jump over the second take-off point. Let the accelerator out a micro-second before you take off.

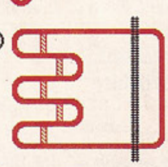
⑦

Not much time to see the trains, since it's the last course. It's advisable to spend lots of cash on homers and turbo-jumps to jump over trains.

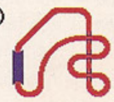
HARD LEVEL

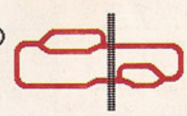
①

Use the front missiles on the long straight if you have to.

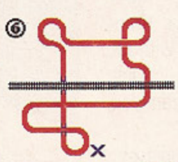
②

Don't crash on the jump or you'll be put back, faster than you can probably drive. Make sure that you've got a clear run.

③

Take the short cuts on spec. If they are open, go for it, otherwise go around – don't wait.

④

Master the art of doing the triples jump. Super missiles are useful in the long tunnel.

⑤

To jump the trains a large supply of turbo jumps are essential on this one.

⑥


Get the right angle going around corner X and you should be able to jump OK.

⑦

Be careful how you line up on the jumps, they are very deceptive. Make sure you have plenty of homer and front missiles and fire them off as you jump to take out any other cars that may be thinking of knocking you off course.

ARMOUR
These are essential on the higher levels to survive the collisions, but don't pay through the nose for it.

RAM
You will incur a lot of damage if you use this method for overtaking cars.

ENGINES
These give you a higher top speed. They are essential on higher levels, but watch out and pick them up cheap.

THE SHOP
The objects and power-ups all have a maximum price. On each visit, the prices are randomly set from one quarter cost to full value. Trade in prices are 75 per cent of sale prices, so with a knowledge of what's a good price you can make piles of dosh.

PRICE LIST

ITEM	BUY	SELL
Front Missile	100-400	75-300
Rear Missile	150-600	110-450
Homing Missiles	375-1500	280-1125
Super Missile	250-1000	185-750
Mines	200-800	150-600
Turbo Jump	125-500	90-375
Armour	750-3000	560-2250
Ram	250-1000	185-750
Engine	1250-5000	935-3750

THE GARAGE
Each repair has a maximum price and the nearer the cost is to that price the more good it will do. For example, Spark Plugs at 390 will do more good than Bodywork at 520. It often pays to just carry out repairs that will decrease your damage a fair bit but are still cheap. It's hardly ever worth repairing everything, except on later levels where damage incurred in races is higher.

PRICE LIST

REPAIR	PRICE
Spark Plugs	400
Exhaust	800
Gearbox	600
Brakes	400
Panels/Body	1000
Tyres	600
Stoggring	800
Suspension	1000

GENERAL HINTS

HANDBRAKE TURNS
These are useful on tight corners. Just take your finger off the accelerator and turn the car when you are about halfway towards your desired direction, then fire the accelerator again.

OVERTAKING
There are two main methods. You can either pass on a straight, or knock them out at corners. To do this, just take the inside line and bash into them. They will take a while to get their bearings, but you will have already roared off.

It's important to note that if you crash into another car, you will both end up slowing down. If you can't actually get past, it's far better to wait for a better chance, rather than letting the other cars get away.

HELPING HAND

This month sees a new format for Helping Hand that will continue in the coming months. If you see a query that we haven't replied to in the column, then send in the solution if you know it. The first two answers received will win a prize.

Last year I purchased *Line of Fire* and I can get to Mission Four but no further. Could you please suggest a cheat for infinite lives or energy?

Paul Davis,
Bassingbourne, Hertfordshire

Sure can! Adam Walton from Whitley Bay comes to the rescue with the cheat for this one. When the joystick select screen appears, just type in: ***OPERATION FERRIT.***

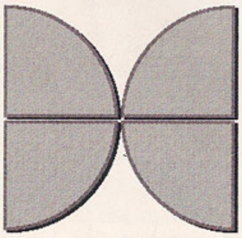
I received a copy of the game *Nightbreed* for Christmas and I am positively stuck. I have managed to get into Midian without being eaten but I keep going round in circles. Please can you help me?

Michael Rumney,
Ashurst, Tunbridge Wells

Please, please, please could you show me a cheat mode for *Nightbreed*? I was hoping for infinite lives.

Geoffrey Meakin,
Bournemouth, Dorset

A cheat mode you want, a cheat mode you will have! This one is for the Action game (I hope that's the one you are playing) and was sent in by Oliver Cooper from Royston in Hertfordshire.



Click on the pass key and make the above shape. Now click your mouse on START and you will have infinite energy.

Please, please could you help me on *Turrican II*? I can get to the second level, but I can't get to the third because I never have enough lives.

Simon Fletcher,
Farnham, Surrey

A lot of people have sent the tip for this one in, so you're in luck! First of all, press Help to get into the music menu, press 4 to stop the music, then press 2. After about 10 seconds of music, press Escape twice . You can now start the game with infinite lives and power lines.

I have recently been trying to complete *Altered Beast*, but I can't even complete Level One! Please could you suggest any cheats for it?

Robert Plant,
Biddulph, Staffordshire

I'm afraid I don't know of any offhand! But this is where you readers come in. If you are the first person to come up with the cheat for this, you could win yourself a prize!

If you want a more involved set of hints for a big game, then the *Screenplay* book is for you! This compendious tome contains mini-reviews, maps, cheats and tips for over 100 games. It could be just the thing you're looking for! The book is available from *Amiga Format* Mail Order, so get cracking and send your order form in now.

If you've got a query about a game, or a solution to a plea printed then send it in to **HELPING HAND, Amiga Format, 30 Monmouth Street Bath BA1 2BW.**

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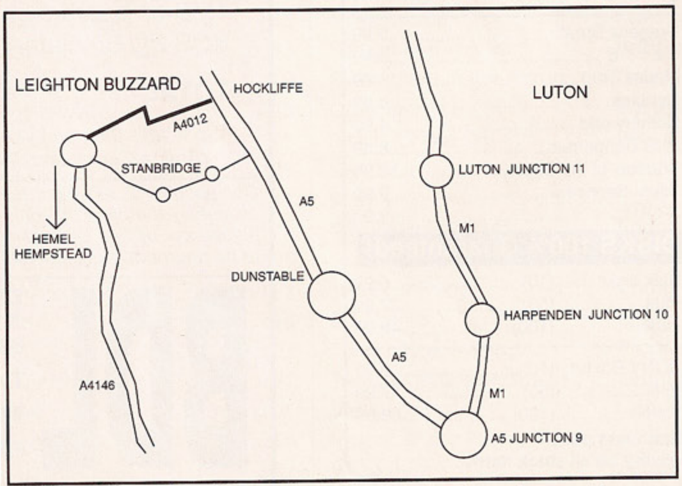
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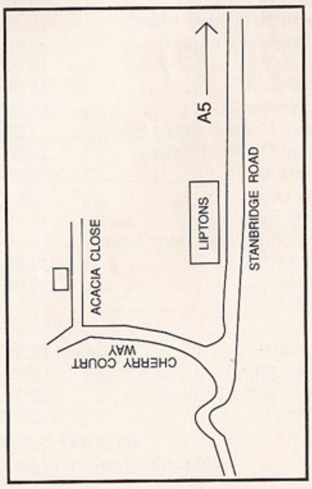
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That was the year...

MARCUS DYSON, in one of his reflective moods, puts on his Barry Norman review-of-the-year head and lists all the reviews and features from issues 13-24 in full...

So now we are two. Yes we had a birthday the other month and none of you even sent us a card. Every morning we opened the mail hoping for a message from the Queen or something, admittedly we aren't 100-years-old yet, but we've certainly smashed through one-hundred-thousand issues a month sales, surely that deserves some congratulations? Yet all we got were Workbench and Gamebusters enquiries, until one day we opened a letter from D Smith of Wisbech asking us why we didn't do an index. What a good idea we thought, but who would get the dirty job of going through all the last twelve issues listing everything with meticulous accuracy. In the end the task fell to Marcus, our Art Editor, who discovered one or two interesting facts about *Amiga Format* in the last 12 months:

In our first 12 issues (last year) we reviewed 216 games, but this year we gave you the lowdown on 264 computer leisure programmes. In that first year the average score which our "renowned hard markers" gave was 69.86 per cent, but this year an altogether more lenient panel of critics gave a mean mark of 75.11 per cent, awarding a total of 27 Format Golds against last year's 26.

We reviewed 101 serious items of hardware or software this year, whilst last year we only managed 58, which probably explains why *Amiga Format* filled 2,728 pages in the last 12 months as opposed to 1,880 in the previous 12, bringing you 15 disks stuck on the front instead of a more predictable 12.

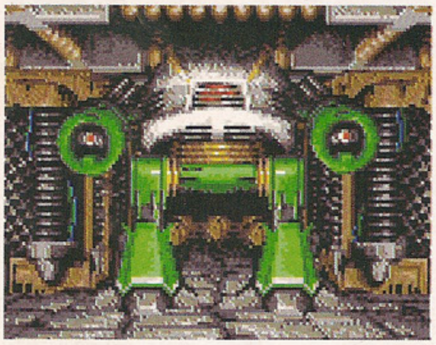
Its been a good year, here's to a better one to follow.



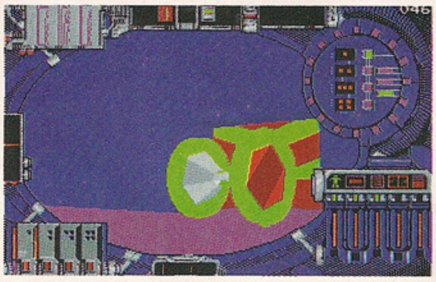
FEATURES

SCREENPLAY

Name	Issue	Page	Score
A-10 Tank Killer	22	97	75%
Aces of the Great War	23	59	65%
Action Stations	23	87	70%
ADS	21	99	68%
Afrika Korps	24	105	64%
Alpha Waves	23	101	70%
Amazing Spiderman	17	74	77%
Amiga Encounter	24	80	79%
Ancient Battles	20	64	69%
Antago	14	42	65%
Armourgeddon	22	58	85%
ATF II	18	102	74%
Atomic Robokid	18	49	75%
Backgammon Royale	22	97	78%
Back to the Future III	21	64	82%
Badlands	17	93	46%
Ball Game	24	108	60%
Bard's Tale III Thief of Fate	23	77	69%
B.A.T.	18	107	88%
Battle Command	19	52	FG 90%
Battlemaster	17	66	83%
Battlestorm	22	77	83%
Betrayal	17	46	84%
Billy Boulder	16	75	68%
Block Out	14	41	84%
Botics	19	63	41%
Brat	22	64	87%
Breach 2	14	56	79%
Bug Bash	16	93	65%
Cadaver	17	69	83%
Cadaver - The Pay Off	24	107	85%



Captive	**16**	**71**	**FG 91%**
Carthage	19	68	82%
Car-Vup	19	72	83%
Centurion Defender of Rome	24	66	79%
Chaos Strikes Back	21	62	89%
Chess Champion 2175	13	66	77%
Chip's Challenge	19	58	79%
Chuck Rock	22	95	80%
Chuck Yeagers Flight Trainer	23	60	71%
Codename Iceman	15	50	64%
Colonel's Bequest	15	67	60%
Combo Racer	14	51	69%



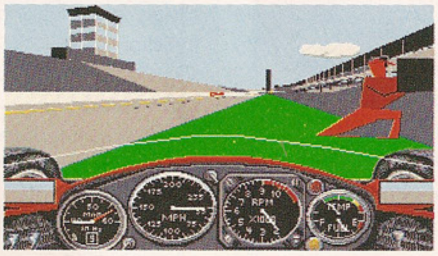
Cybercon III	**23**	**82**	**FG 90%**
Damocles	14	36	FG 92%
Damocles Mission Disk 1	19	66	89%
Das Boot	23	98	79%
Death Trap	18	64	74%
Defender II	18	58	78%
Defenders of the Earth	13	64	58%
Demoniak	22	82	70%



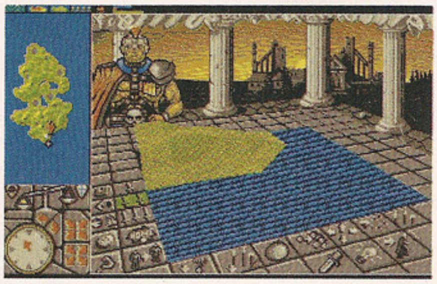
Deuteros	**21**	**54**	**FG 95%**
Distant Armies	16	90	FG 92%
Dragon Breed	18	57	75%
Dragonflight	16	76	70%
Dragons Lair II Timewarp	20	71	65%
Driller	21	99	88%
Dynasty Wars	13	42	69%
Eco Phantoms	19	81	84%
Edd the Duck	19	89	61%
Elvira Mistress of the Dark	19	85	61%
Emlyn Hughes Arcade Quiz	21	94	38%
Emlyn Hughes Int. Soccer	14	46	78%
Escape From Colditz	22	62	79%
ESWAT	19	70	59%
European Superleague	17	63	74%
Everton FC Intelligensia	14	46	53%



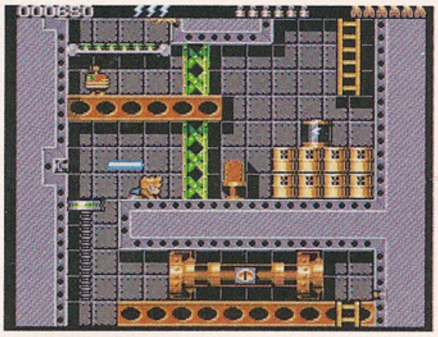
Eye of the Beholder	**24**	**82**	**FG 92%**
Exile	23	95	68%
Extase	15	59	86%
Exterminator	20	66	64%
F-15 Strike Eagle	24	62	FG 90%
F-19 Stealth Fighter	16	48	FG 91%
Famous Five - Treasure Island	23	90	73%
Fighter Bomber Mission Disk	15	76	71%
Final Battle	16	57	56%
Fire and Brimstone	13	68	81%
Flood	14	39	84%
Fools Errand	17	90	70%
Full Contact	24	107	86%
Future Basketball	16	86	43%
Gazza II	20	55	51%
Gem-x	22	54	88%
Genghis Kahn	21	61	84%
Ghost's 'N' Goblins	13	61	80%
Golden Axe	18	50	80%
Gold of the Aztecs	15	72	73%
Gremlins 2	17	94	79%
Grid Runner	13	60	71%
Go	22	98	78%
Gods	23	54	FG 90%
Hard Drivin' II	21	77	68%
Harley Davidson	14	48	67%
Helter Skelter	16	58	87%
Hero Quest	24	74	85%
Hero's Quest	13	57	FG 92%
Hill Street Blues	23	72	82%
Hollywood Collection	18	118	80%
Horror Zombies	19	75	71%
Hunter	20	74	86%
Immortal	16	68	78%
Imperium	13	50	86%



Indianapolis 500	**17**	**64**	**FG 92%**
International 3D Tennis	13	45	79%
International Ice-hockey	23	102	79%
International Soccer Challenge	18	69	55%
I Play 3D Soccer	24	78	81%
Ishido	19	82	80%
Jahangir Kahn's Squash	23	91	81%
James Pond	17	82	81%
Jockey Wilson Darts	18	118	77%
Judge Dredd	20	56	44%
Jupiter's Masterdrive	20	86	79%
Kick Off 2	13	38	FG 94%
Killing Cloud	22	74	80%
Killing Game Show	17	74	FG 92%
Klax	13	41	88%
Last Ninja 2	14	68	58%
Lemmings	20	62	FG 92%
Line of Fire	18	74	80%
Logical	24	100	80%
Loom	16	52	85%
Lost Patrol	14	60	79%
Lotus Turbo Esprit Challenge	17	80	89%
M1 Tank Platoon	16	81	71%
Mannix	17	94	69%
Magic Fly	15	38	88%
Manhunter 2	13	63	54%
Masterblazer	18	99	89%
Mean Streets	17	50	88%
Megatraveller	24	70	70%
Merchant Colony	23	97	67%
Metal Masters	23	88	52%
Midnight Resistance	14	40	69%
MiG 29 Fulcrum	20	48	FG 90%
Mighty Bomb Jack	20	85	60%
Monster Pack Compilation	23	102	83%
Monty Python	15	52	88%
Moonfall	22	72	71%
Moonshine Racers	21	82	79%
MUDS	19	78	81%
Murder	14	45	81%
Mystical	18	111	71%
Nam	21	74	88%
Narc	20	89	63%
Narco Police	19	55	79%
Neuromancer	14	71	81%
New York Warriors	17	56	65%
Nightshift	18	110	81%
Nine Lives	18	63	64%
Ninja Remix	19	77	78%
Nitro	19	69	84%
Nucleus	16	93	54%
Obitus	20	80	81%
Ooops Up!	18	87	76%
Operation Harrier	16	75	64%
Operation Stealth	15	42	FG 90%
Oriental Games	16	72	72%
Pang	17	70	87%
Paradroid 90	17	89	88%
PGA Tour Golf	22	68	FG 90%
Photon Storm	14	66	62%
Pick 'n' Pile	18	88	71%
Plague	13	48	61%
Plexu	16	93	21%
Plotting	15	76	81%
Police Quest 2	14	54	69%
Power	21	72	84%

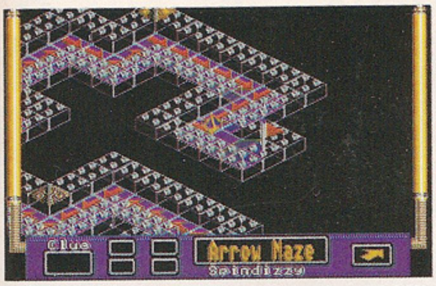


Powermonger	**18**	**42**	**FG 94%**
PP Hammer	24	99	80%
Predator 2	23	68	81%
Prehistoric Tale	21	96	49%
Prince of Persia	20	77	88%
Projectyle	13	46	FG 90%
Pro Tennis Tour 2	22	97	82%
Puzznic	18	94	88%
Pyramax	14	42	52%
Quadrel	23	102	63%
Railroad Tycoon	22	50	FG 92%
Ranx	18	93	52%
Red Storm Rising	14	52	89%
Revelation	21	66	78%

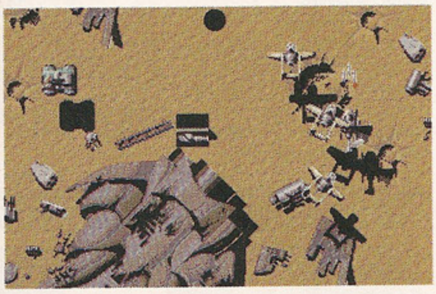


Rick Dangerous II	**16**	**82**	**FG 92%**
Robocop 2	18	100	80%
Rocket Ranger	23	101	89%
Rogue Trooper	18	66	85%
Rorke's Drift	13	52	62%
Saint Dragon	16	84	82%
Satan	16	89	77%
SCI Chase HQ II	18	73	76%
Search for the King	24	102	68%
Secret of Monkey Island	23	74	FG 92%
Shadow of the Beast 2	15	60	87%
Shadow Warriors	14	40	42%

Shockwave	18	76	87%
Silkworm	21	99	86%
Simulcra	15	79	80%
Sirius 7	18	52	24%
Ski or Die	21	85	62%
Speedball	23	101	79%
Speedball 2	20	58	FG 94%



Spindizzy Worlds	**18**	**82**	**FG 94%**
Sporting Gold Compilation	18	118	71%
Spy Who Loved Me	17	55	80%
Starblade	15	49	67%
Stormball	24	90	70%
Street Hockey	18	108	44%
Strider II	18	38	77%
S.T.U.N. Runner	19	76	66%
Supercars 2	22	90	80%
Superski Challenge	18	118	69%
Super Monaco Grand Prix	21	58	83%
Super Skweek	21	86	81%
Super Off-Road Racer	17	52	80%
Supremacy	15	68	FG 90%
Switchblade	24	69	70%



S.W.I.V.	**21**	**68**	**FG 92%**
Team Suzuki	20	52	88%
Team Yankee	16	66	81%
Teenage Mutant Hero Turtles	19	89	35%
Tetris	23	102	70%
Thunderstrike	15	80	77%
Tie Break	15	44	84%
Time Machine	15	75	85%
Time Soldier	13	60	49%
Toki	24	92	78%
Torvak the Warrior	17	76	69%
Total Recall	20	89	77%
Tournament Golf	20	89	70%
Tower FRA	21	93	74%
Toyota Celica Rally	18	41	70%
Trial By Fire	24	67	56%
Turn It	13	58	83%
Turrican	13	54	88%
Turrican II	20	68	80%
Tusker	14	66	68%
Ultimate Ride	18	117	67%
UMS II	22	88	77%
Unreal	15	70	74%
Vaxine	16	65	85%
Vector Championship Run	19	89	42%
Venus the Fly Trap	15	41	79%
Viz the Game	23	62	70%
Voodoo Nightmare	17	49	75%
Warlock - the Avenger	21	88	60%
Warlords	22	85	85%
Warzone	24	88	73%
Web of Terror	15	62	48%
Welltris	14	59	88%
Wheels of Fire Compilation	18	118	74%
Wildlife	14	51	31%
Wings	16	54	79%
Wings of Death	18	112	76%
Wings of Fury	16	51	84%
Winning Team Compilation	23	102	80%
Wolfpack	17	96	83%
Wonderland	24	107	70%
World Championship Soccer	20	72	80%
Wrath of the Demon	19	64	85%
Wreckers	22	61	82%
Xiphos	17	79	80%
Yolanda	15	79	49%
Zarathrusta	20	83	71%
Ziriax	15	64	68%

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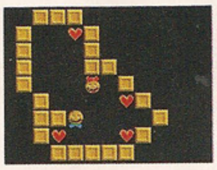




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CHAMPION OF THE RAJ
ISLAND OF NEPHOTONS
INSTALLPRINTER
MENUMASTER
PLAY590
ILBM>RAW
MOSAIC
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DISK 14 PAGE 87
YOLANDA
BRIMBLES BEAT
ZOOM
MOUSE COORDS
FSDIR
RAPS
WORKBENCH HACKS





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THE POWER
INTERPHASE FIX
INSTALL PRINTER
MAKEAUTO
READ ATARI
CONV SCAN
SCRIPT 4D
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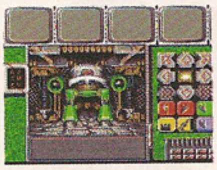
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FLIPIT AND MAGNOSE
GET SET GO
MIDI ANALYSER
VECTACHECK
GIRL ACTIONS
ZERO VIRUS
CANARY
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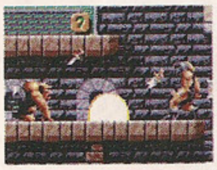




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HYPERBOOK
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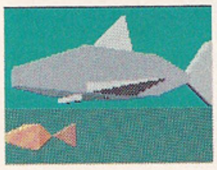




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BALANCE OF POWER

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LEMMINGS
ELIZA
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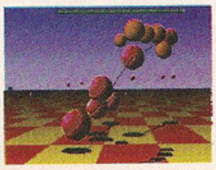




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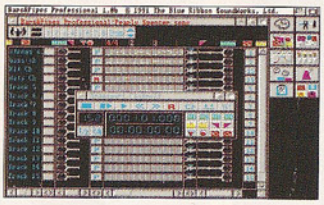
INTERPHASE
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MIDI EQUALISE
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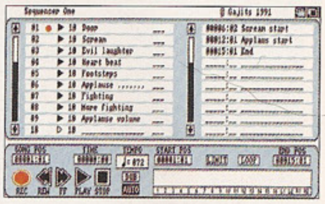




VAXINE

MUSIC





REVIEWS

The Amiga is capable of some wondrous deeds – "Only the Amiga makes it possible," Commodore tells us. On the A500, sooner or later you find yourself running out of memory, or not having enough to run certain programs. Connecting an extra 512K on the underneath is easy. Fitting more than that is possible, but for serious expansion (2MB or more) the memory usually plugs into the port on the left of the computer.

The SupraRAM 500RX is one of these 'serious' memory expansions. It is a slimline metal-cased unit that tucks into the side of the computer, using the minimum of space. Fitting it is a matter of removing the cover on the connector, and plugging it in. No messing about with unscrewing the computer or similar nonsense.

The 500RX is easy to fit, gives no problems and should last a lifetime. The metal casing is very robust, and the minimal amount of circuitry inside means less strain on the Amiga's power supply. All things considered, this has to be the best all-round memory expansion available for the A500, at the present time. No doubt it will be improved upon, but for the moment, though, it is the best.



The Supra Corporation is making inroads in the UK hardware market. **PAT McDONALD** finds out why by looking at their latest memory expansion.

SupraRAM 500RX

A500 memory pack ■ £198 (2MB) ■ WTS 0582 491949

At the back of the unit you will find a switch to turn it on or off. When it's off, a memory-checker program (which comes on a disk with the unit) can be run, to make sure that it's working properly. Also there is a hole – this is for the optional power supply, which should be fitted by a dealer if you want some extra electricity for other expansions.

Summing up

The 500RX is a very convenient memory expansion, giving a lot of potential for a reasonable price. It's got a metal case for durability, looks good and behaves immaculately. A good middle-of-the-road expansion that offers the best upgrade route short of getting a hard drive. A shame that using an external power supply is optional and not standard.

DRAM DIFFERENT

This particular memory unit can be expanded from 512K up to 8MB. That's not to say that you could buy one with 512K and plug in lots of chips to expand it to 8MB – this product doesn't behave quite like that.

You see, the 500RX can take two sorts of dynamic RAM chips (often called DRAMs). There are 16 spaces for the chips – if 256 X 4 bit chips are used, then the unit will contain between 512K to 2MB of extra RAM.

If 1MB X 4 bit chips are used, then the range changes from 2MB up to 8MB. The two types of chips cannot be mixed, so you should decide when you buy exactly what sort you want. As a matter of interest, the 2MB review sample had the 1MB X 4 type chips.

People who want to fit their own should note that the chips should be ZIP configurations (check with your supplier) with an access time of 120 nanoseconds or less.

If you expand the unit, miniature jumper connections must be made inside the box to reflect the changes. These are set correctly in factory-fresh units, and the changes are explained fairly well in the manual.

The competition

The only real competitor in the pure memory expansion area is the Cortex from Memory Expansion Systems. This is a rectangular metal box that takes SIMM (Single Inline Memory Module) packs – plug-in cards which, unlike chips, have no fragile legs to break. SIMMs plug in like Lego, but are usually a bit on the expensive side (yes, the Cortex costs £279 for 2MB – more expensive than the 500RX).

The only feature which the Cortex has over the 500RX is that it comes as standard with a power supply. This is necessary if you have lots of extras plugged in. We would all like, though, lots of extras, so it's nice to have the confidence to expand.

ADDING EXTRAS

You can, of course, plug more than a memory expansion into an A500, and you then have the problem of fitting more than one piece of kit into the same slot. There are no readily available gang connectors (and the home built versions I've seen look awful). What do you do?

The 500RX is well suited to having extra bits added for two reasons. First, it's very narrow, and so doesn't take up lots of space widthwise. Second, there is a through port to plug in extra expansions. This is normally covered with a steel plate – to get at the through port, you have to dismantle the unit and remove it. It may sound complicated but it's just a question of undoing six screws and doing four of them back up.

I've seen many pieces of equipment with this feature, and sometimes it doesn't work very well, but the 500RX through port did not give any problems. It even worked with the Datel Action Replay II, which is notorious for 'hogging the bus' and not working with other peripherals.

From a physical viewpoint, the construction is nothing special – no surface-mounted master memory units or flat-packed capacitors. Indeed, apart from the RAM chips, there are only three other chips to make the whole thing work. Clean and simple is the best description.

VERDICT

SPEED: ●●●●●
There's not a lot else to give it in this department. It's very quick.

DOCUMENTATION: ●●●
Doesn't look special, but clearly tells you exactly what you need to know.

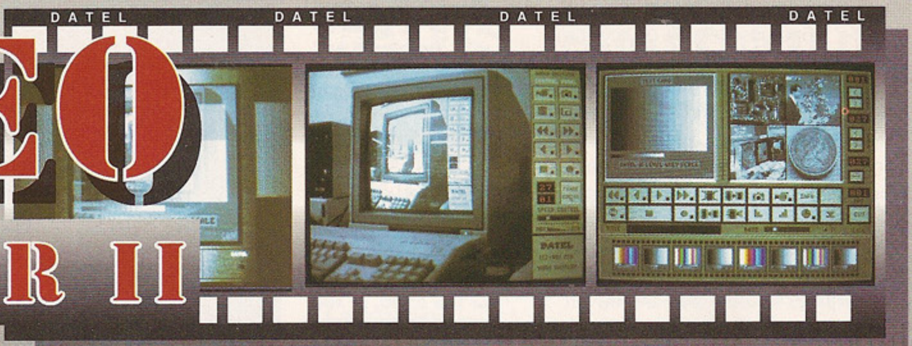
ACCESSIBILITY: ●●●●●
Easy to turn on and off, test and the through port works.

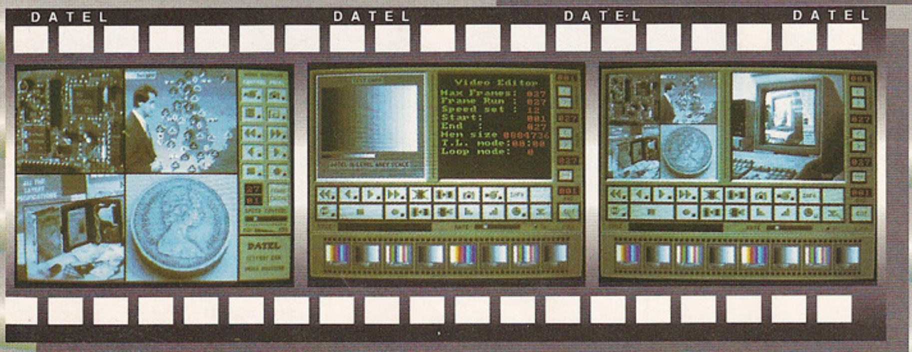
FEATURES: ●●●
Quite novel – can be expanded a little or a lot. Can take it's own power lead.

VALUE: ●●●●●
The best all round large capacity memory expansion for the A500.

OVERALL 89%
Just that little bit neater and cheaper than the Cortex.

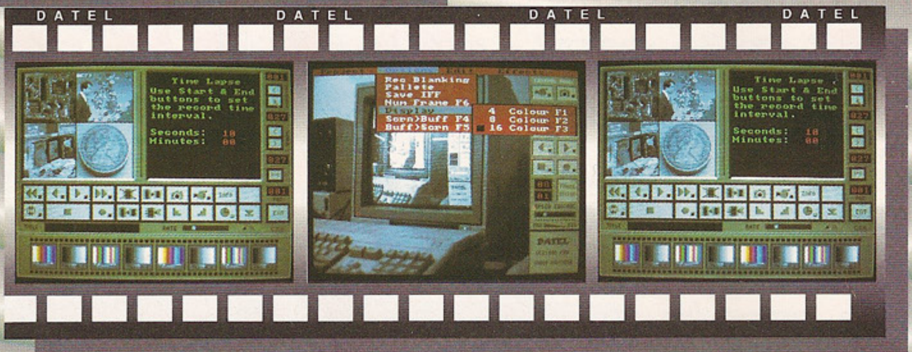
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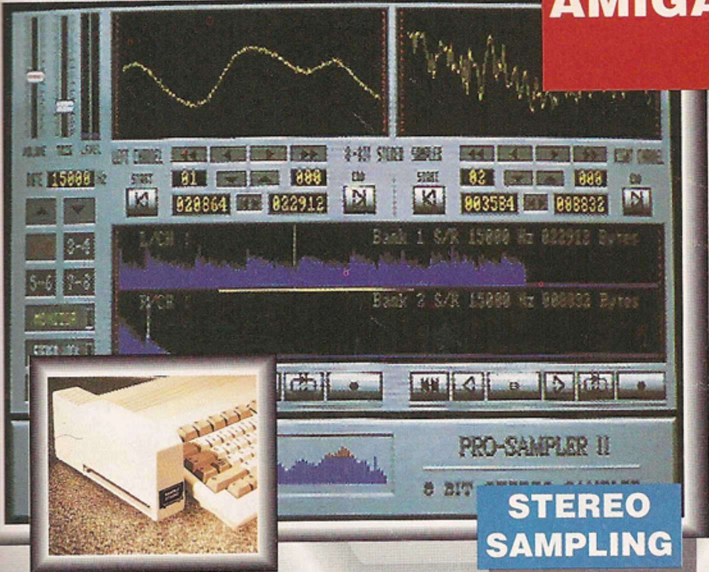
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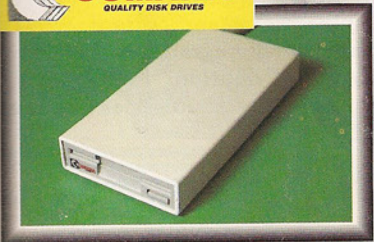


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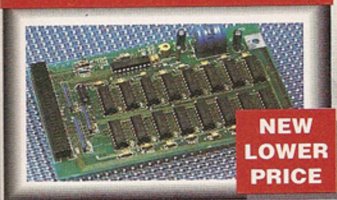
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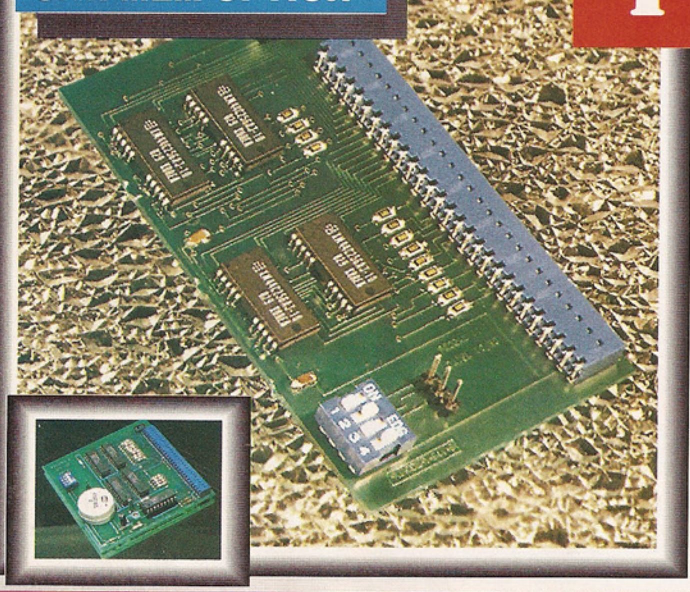
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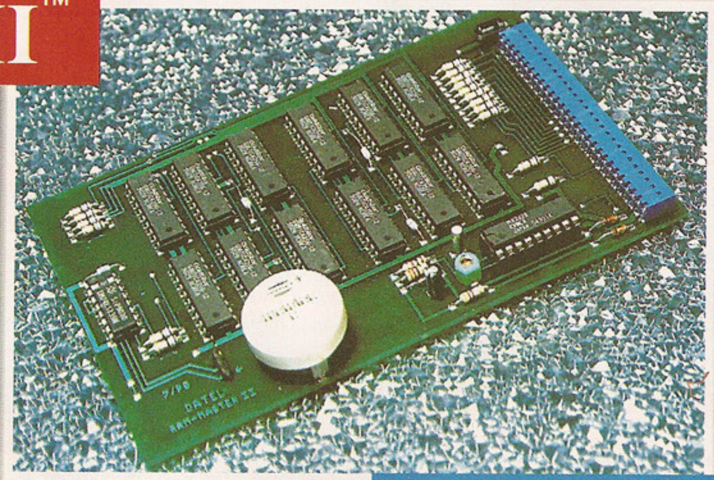
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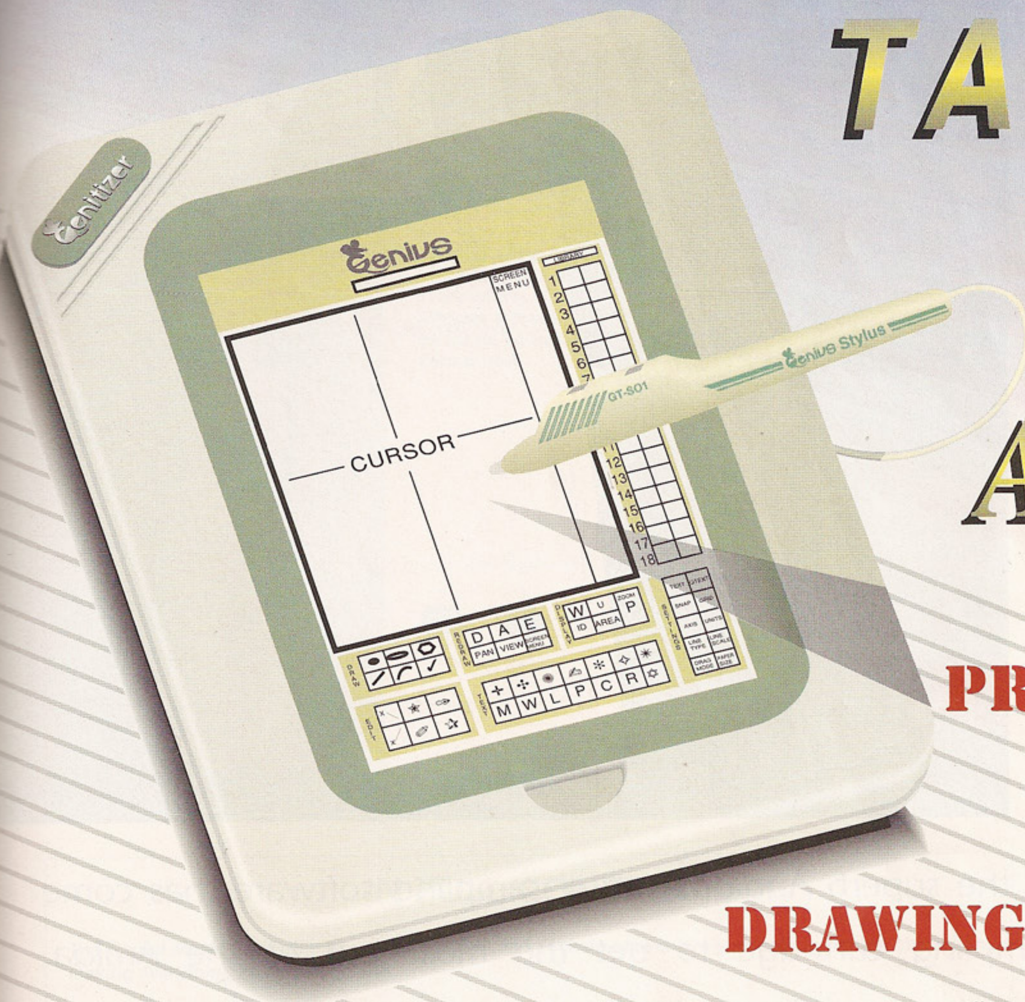
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Sound Master

Aegis, the creator of the superb Audiomaster III sampling software, has come up with a new sampling cartridge to get the most out of the Amiga. **MAFF EVANS** shouts, bangs and records to test out the new package.

Sound Sampling Package ■ £129.95 ■ HB Marketing 0753 686000

Now that the Amiga has made a strong name for itself outside the world of computer games, many people are starting to experiment with their machines in other areas. One of the most exciting fields beginning to open up on the Amiga is music. As well as the ability to link up to MIDI equipment such as synthesizers and drum machines, the Amiga's powerful built-in sound units allow you to produce impressive musical pieces using the internal hardware.

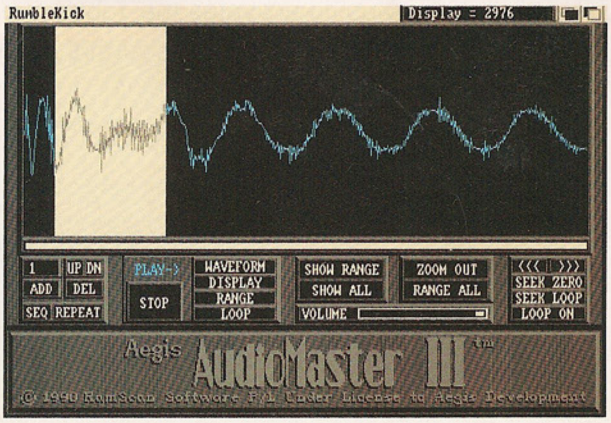
Various packages are available on the market, ranging from high-end systems such as RamScan's *Audio Engineer* (based around *Audiomaster III* and an extremely high-quality piece of sampling hardware) to entry level packages such as *TechnoSound* (reviewed on Page 142).

Box of delights

Aegis' new system, like *Audio Engineer*, contains the *Audiomaster III* software, along with their own sampling hardware. Instead of producing a simple cartridge device which sits at the back of the machine, the *Sound Master* hardware has a one-metre long cable, allowing you to place the hardware in an easily accessible position. This eliminates a problem particularly suffered by 2000 and 1500 owners in that the device isn't hidden away by the casing, which makes changing the inputs and levels extremely difficult.

All the inputs and controls are placed conveniently on the top surface of the box, which makes making switching plugs and altering the input gain a doddle. At the top are two phono inputs for left and right line signals. Beneath this is a slider control for altering the input gain along with an LED overload indicator, so that you can easily spot whether a sound is too loud for the unit. At the bottom are two mono mini-phone jacks for external mic inputs, but if you are not fortunate enough to own a decent microphone, the unit also has its own built-in condenser microphone. The recording quality of the mic is pretty good, giving clear results, but if the input level is set too high an incredible amount of feedback starts screaming out of the Amiga, so care is needed to get a decent recording.

BELOW: One selling point of *Sound Master* is that it comes with *Audiomaster III*. The wide range of options and ease of use put it head and shoulders above other Amiga sampling systems.



Refine, adapt, improve

Although *Audiomaster III* is already a well established piece of software, the version boxed with *Sound Master* has undergone a few changes to allow you to get the best results with the new hardware.

The first change is in the Sampler Configuration section. Along with the usual settings for AMAS, Perfect Sound, FutureSound, GSoft and Hi-Speed samplers, the program now contains an 'Aegis' setting. This is configured to give the optimum response when using the *Sound Master* hardware.

The other most notable change is that by holding the left Amiga key and hitting Z, you can toggle the unit's built-in microphone. This means that you can use the mic for direct input when needed, deactivate it when you only want to use external inputs or combine inputs to 'overdub' samples.

For anyone not familiar with *Audiomaster III* (you're obviously a new *Format* reader), the program is without doubt the best sampling



LEFT: The *Sound Master* hardware comes in the form of a sturdy box, which is connected by way of a metre-long cable to the Amiga's parallel port. This allows you to put the ports and controls in an easily accessible position, rather than tucked behind the back of the machine. This should be especially good news for 2000 and 1500 users, who usually get a rough deal as far as samplers are concerned.

software available for the Amiga. The majority of the screen is taken up with the sample waveform display, making it easy to see what's going on when you edit sounds.

Above the display is a menu bar. In normal use, this displays the current sample name along with memory and cursor position information. By holding down the right mouse button, a series of menus containing all the editing commands can be accessed, as well as various special effect options, such as adding echo, reverb and delay, activating the filter, tuning the waveform for use in music programs (such as Aegis' Sonix) and ramping the volume up or down.

All the editing options are carried out on a range, which is set by simply pointing at a point at the display and then dragging the mouse along the waveform to highlight the required area. You can then simply ramp, cut, copy, reverse, invert or blank the range or zoom in on it for much more precise editing.

Stu-Stu-Stutter-Ter-Ter-Stuttering Sounds

One of the most novel inclusions of *Audiomaster III* is the ability to produce loop sequences. Usually, sampling programs allow you to set loop start and end points and simply play whatever is between them over and over again. *Audiomaster* takes the theory one step further.

Instead of only having one pair of loop markers to play around with, you have 999 to play with. All you have to do is sample your sound, set the first loop point, click on ADD in the loop sequence box and then you have another set of markers to use. These can then be placed in totally different positions to create rather strange stutter effects.

One interesting use of this method is that you can sample a few short pieces of music and use various loop points to repeat the relevant sections and thus recreate the entire song.

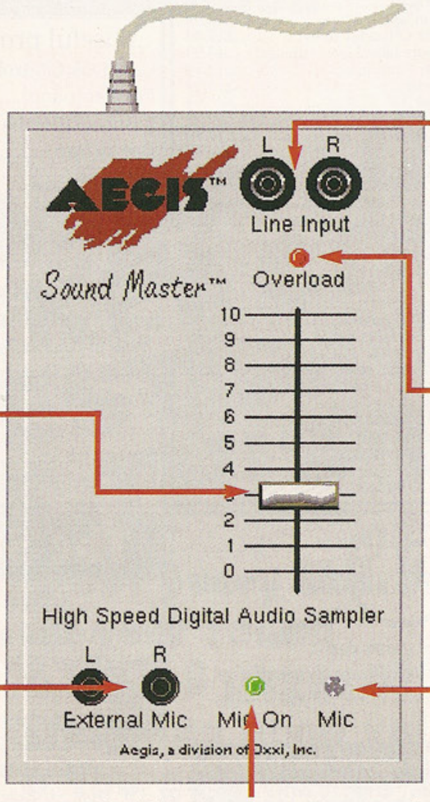
Prince or pretender

Up until now, *Audio Engineer* has been classed as the best sampling package available. But how does the American package stand up next to its antipodean counterpart? The answer is very well indeed. The hardware produces clean, undistorted sounds from line signals without any feedback whatsoever, comparing very favourably with *Audio Engineer.* The GSoft hardware does have a few more facilities, such as a through port for printers, an enable/disable switch and two input gain ports, which go to make it the best of the available sampling hardware systems. However the *Sound Master* unit boasts some new features of its own. The addition of a built-in microphone and an overload indicator are very welcome and the whole thing comes in at a full £70 less than *Audio Engineer.*

If you want the best sampling system available, and can do without little extras such as the through port and disable switch, then *Sound Master* is definitely the one to go for.

IN FULL CONTROL

The *Sound Master* hardware has all its controls and sockets conveniently placed on the top of the unit, making everything easily accessible.



INPUT GAIN CONTROL – A slider to vary the input level to the sampler. Since most samplers have a set input level, quiet sounds can lose their punch. This allows you to get a decent level sample from both loud and soft sounds.

LINE INPUTS – Two RCA phono sockets for left and right line inputs. A mono input can be used via the right channel.

OVERLOAD INDICATOR – Lights up when the input is overloading the software.

MIC INPUTS – Two 1/8-inch jack sockets for the use of external microphones. This enables you to carry out stereo recording via a good quality mic.

CONDENSERO MIC – A built-in microphone to allow you to record a live, mono signal without having to use an external input.

MIC INDICATOR – Lights up when the software calls for the built-in mic to be active.

VERDICT

SPEED: ●●●●
Extremely nippy, but a couple of the editing functions take their time.

DOCUMENTATION: ●●●●●
Excellent. Everything is explained in crystal-clear detail – from sampling methods to technical specs.

ACCESSIBILITY: ●●●●●
The unit's sockets and controls are handily placed and *Audiomaster III* is by far the easiest sampling software to use.

FEATURES: ●●●●●
All the editing functions you'll ever need along with realtime effects and the superb loop sequencer.

VALUE: ●●●●
At 130 quid it's more expensive than most packages, but the results are well worth the outlay.

OVERALL 91%
At last a package to rival the superb *Audio Engineer* at a rather more affordable price!

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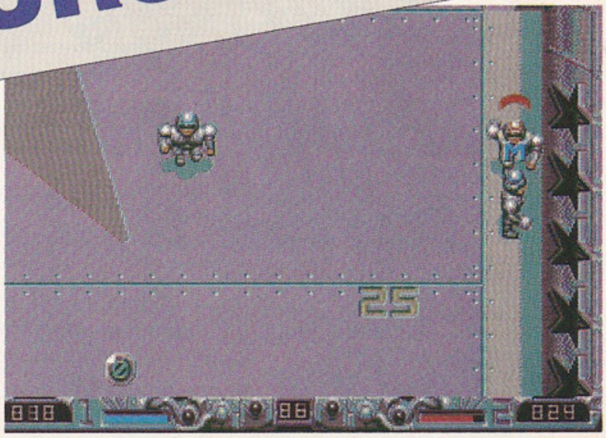
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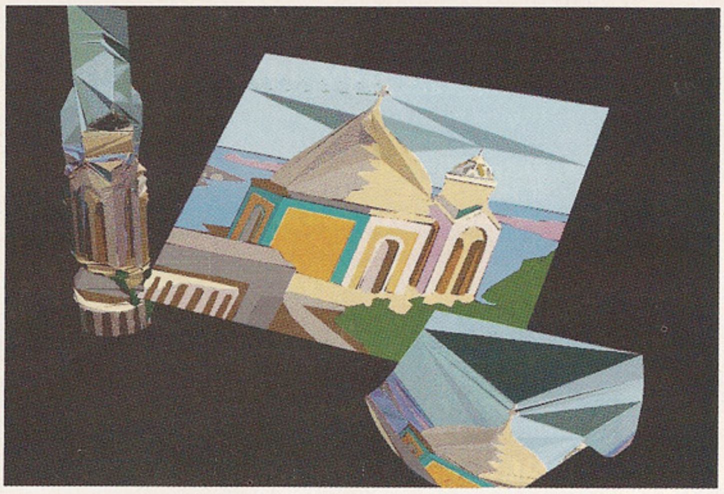
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IMAGINE BENDING!: The only way to fold, crumple and bend an image convincingly in Imagine or TurboSilver is for it to be an object itself rather than a mapped brush. Here the picture captured with PIXEL3D is conformed to a cylinder (left), a sphere (right), and dragged with magnetism (centre). In this way screwed-up paper and crumpled cans can be easily created.

Please put a strap in here that is exactly two lines long, not one character more or one character less, and don't forget and let this go to the printers

Pixel 3D

Bitmap to vector convertor ■ £81.68 ■ Precision 081 330 7166

At first sight, bitmap to vector conversion programs all seem to offer the same rather limited trick, extruded 3D versions of logos or 'pastry-cutter' profiles of heros - you know the sort of thing - Coca-Cola and Kawasaki, Marilyn and Marx. PIXEL 3D is a bit different; it converts the colours of the bitmap as well; a nice refinement you might think - but this trick is more significant than it seems!

Most 3D modelling programs, certainly all of the recently released ones, provide some means of loading bitmapped pictures and wrapping them onto objects. Now surfaces can have textures applied to them, walls can have pictures, carpets can have patterns, bikers tattoos.... The trouble is, if the bitmap is enlarged so are the pixels; flexing his biseps turns our Hells Angels 'MUM' into a deranged Manic Miner sprite!

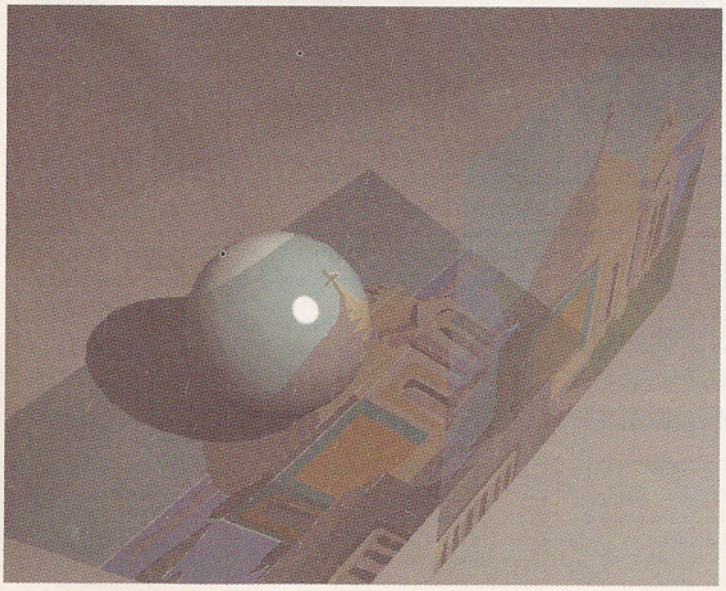
What we need are pictures and textures that are independent of screen resolution, in other words vector graphics. Some programs, notably Imagine (Impulse) provide what could be called coded or 'procedural' textures to avoid the problems of bitmaps, but representational images must be vector graphic if pixellation is to be avoided. Producing pictures this way is extremely time consuming even if you have the skill; otherwise - forget it! This is where PIXEL 3D comes to the rescue.

PIXEL 3D can save object files in the format of Sculpt, (which Real3D can now also accept) TurboSilver (Imagine), AutoCad (DXF) or VideoScape so almost all 3D modelling systems are catered for. Any bitmapped picture (except HAM) can be converted with the minimum of hasle. No point editing tools are provided; in most cases none are needed. The only parameters that can be changed are the depth of extrusion, if required, and the tolerance of line straightening (when converting from pixel 'jaggies' at edges to vectors).

Unless you have a vast amount of memory or particularly want a very detailed object, it is best to use a fairly straightforward 'pixel-simple' image in a 'posterised' style ie. flat areas of colour with no gradients or dithering and no isolated pixels. Format 11 (June 1990) included a tutorial on how to posterise digitised pictures. Alternatively you might try using Blend or Smooth modes in Deluxe Paint. Neither are perfect but with a suitable range of colours they give an approximation of posterising.

Conclusion

Pixel 3D is a unique program at the moment. DigiWorks3D can convert a bitmap to 3D but without the colour info so profiles only. RaceTrace, from Real3D distributors Activa in Holland does the same job and more but is not yet available in the UK. So if you want coloured textures and images in Sculpt or bendable pictures in Imagine – or just colourful extrusions – Pixel 3D is all there is for now.



SCULPT 'MAPPING'! : Regular Sculpt users will not believe it but this image was produced completely in Sculpt4D without any retouching. At first, the colours in the image would not register. By selecting Edit/Modify/Faces with the complete object selected and then Set Texture and OK without changing anything, the program recognises the correct colours and the image appears. Placing a light behind the picture, making the whole object Glass, and putting an sphere in the 'beam' gives the effect of a transparency projected onto a ball.

VERDICT

SPEED: ●●●●
Fast compared to RayTracing, and in any case quite fast for this type of program.

DOCUMENTATION: ●●●
A slim pamphlet, but it tells you almost all you need to know.

ACCESSIBILITY: ●●●●
Once you have a 'pixel-simple' image the program does it all for you.

FEATURES: ●●●●
Minimal but it has all you need to do the job - colour faces make it very versatile.

VALUE: ●●●
A little expensive but nothing else can do this - yet!

OVERALL 85%
Simple and unfussy utility that breathes new life into Sculpt.

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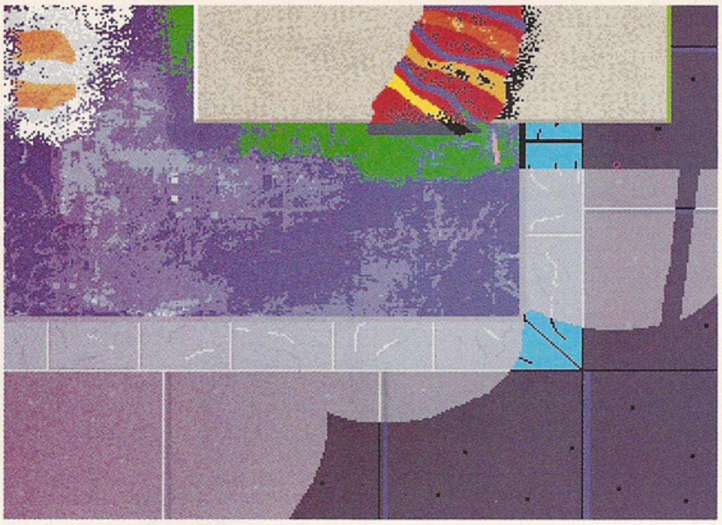
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BY THE POOL: Graphic images are quite easy to achieve, although more blending and softening tools would help in trying other styles.

With many successful defences under its belt, **DEAN AGAR** test Deluxe Paint's standing against Graphics Workshop and finds there could be some upsets.

Graphics Workshop

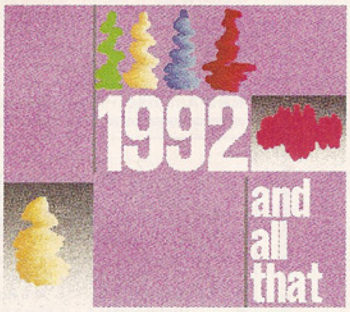
Paint/animation program ■ $104.95 ■ HoloSoft 0101 619 747 0663

With the recent trends towards the glorious hi-resolution 24 bit possibilities of the Amiga, it is quite refreshing to see a program that attempts to push the boundaries of the standard machine that most owners have rather than requiring any number of expensive add-ons to use effectively. *Graphics Workshop* is essentially a 64 colour paint and animation package that attempts to meet *Deluxe Paint* head on, whilst adding a few new tools and features to sway opinion.

The program uses standard Amiga paint icons and menus, so anyone that has used *DPaint* or any other paint package will feel at home very quickly. Sadly the *Graphics Workshop* manual is a sparse affair that is little more than a quick reference guide and contains none of the tutorials or in-depth help that are really needed.

Painting with light.

In addition to freehand lines; circles; rectangles and polygons, *Graphics Workshop* also supports Bezier curves. In common with many paint programs a stencil function is included, enabling you to restrict drawing on certain colours as well or areas. This is a definite advantage over *DPaint's* colour only stencil. *DPaint's* brush effects have been imitated in the form of cycle and smear effects, but with a few additons in an attempt to go on better. The best of these is the Rub-Through feature which allows you to 'scratch-away' on one screen, revealing another screen beneath. On the down side *Graphics*



1992 AND ALL: As Amiga fonts are implemented quite well, professional looking video titles and graphics are relatively simple to produce.

Workshop does not have the smoothing or blending tools of *DPaint* making the creation of soft textures quite difficult (although it can still be done).

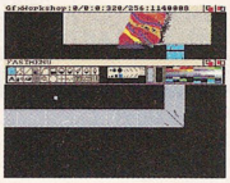
One of the biggest advantages of *Graphics Workshop* is in its use of multiple brushes. It is possible to have ten brushes available in memory at once which can be very useful. A small criticism is that you have to tell the program which number to use for each brush or you just keep erasing your last one. Another advantage is the ability to reduce the number of colours in a picture to maximise the use of colour. Using this feature, the amount of colours can be reduced to 16, 8, 4 or 2 automatically which helps enormously when you run out of colours because of undisciplined palette mixing.

Animating with light.

Most animation packages fall down on ease of use. *Graphics Workshop* is the first program to really contest this arena and win on points. As with the paint part of the program its likeness to *DPaint* is uncanny in its use of requesters and even the same keyboard commands.

Animation with *Graphics Workshop* is quite straightforward and follows a logical format. It is possible to set up a predetermined number of frames or add frames as you animate, depending on your own style and the particular job you are working on. For this reason the program is particularly suited to the user who wants to try everything . *Graphics Workshop* also implements *DPaint III's* inspired Animbrushes.

After an initial learning period it becomes apparent that there are many improvements on *DPaint,* although they can be hard to find. Probably the most welcome new feature is the ability to change palettes from one frame to the next. This allows more complex animations such as images fading in and out independantly as well as fading images from one to another.



FAST MENU: As in Photon Paint the Fast Menu is movable and makes working on different areas of the screen easier.



GRADIENT REQUESTER: Although not quite as comprehensive as DPaint the fill and dither menu, offers enough options for most uses.

Split Decision

As you might expect, the recommendations are split. *Deluxe Paint* is the benchmark – it set the standards and will probably do so again with *DPaint* IV. The upgrade path from *DP I* and *DP II* is decidedly generous so if you already have a copy you'd be well advised to save yourself up to £50 and upgrade to *DPaint III.* However if you are buying from scratch, you should ask yourself what your particular needs are. If you want to have palette changes and other extras that Graphics Workshop offers – and can live with the temporary frustration the poor manual brings – then *Graphics Workshop* will not disappoint you.

VERDICT

SPEED: ●●●
Generally fast, but some types of redraw can be very sluggish.

DOCUMENTATION: ●●
Would be considerably improved with more depth in the documenation.

ACCESSIBILITY: ●●●●
Easy to get running, although advanced features cause a little headscratching.

FEATURES: ●●●●
Contains virtually every tool you could wish to see in a paint program.

FEATURES: ●●●●●
Coming in under the cost of DPaint III, Graphics Workshop is excellent value.

OVERALL 90%
Graphics Workshop offers one of the best paint and animation packages around.

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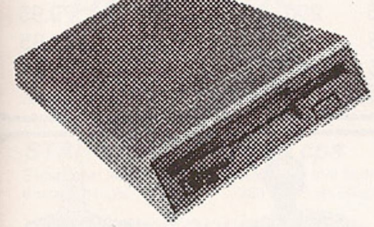
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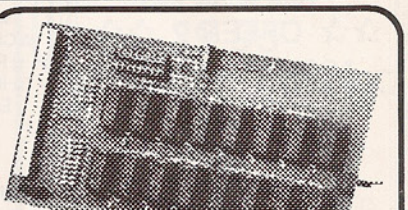
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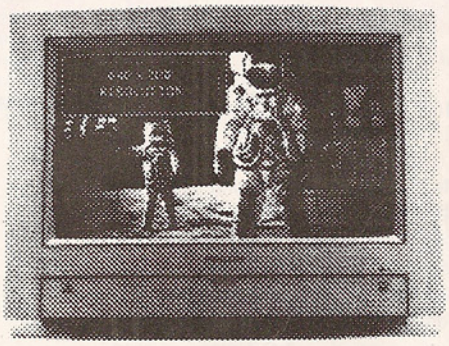
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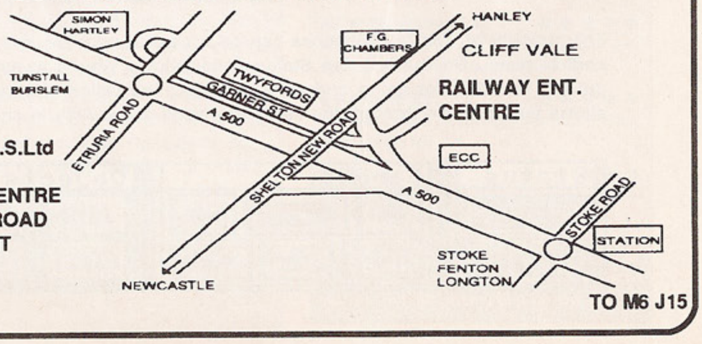
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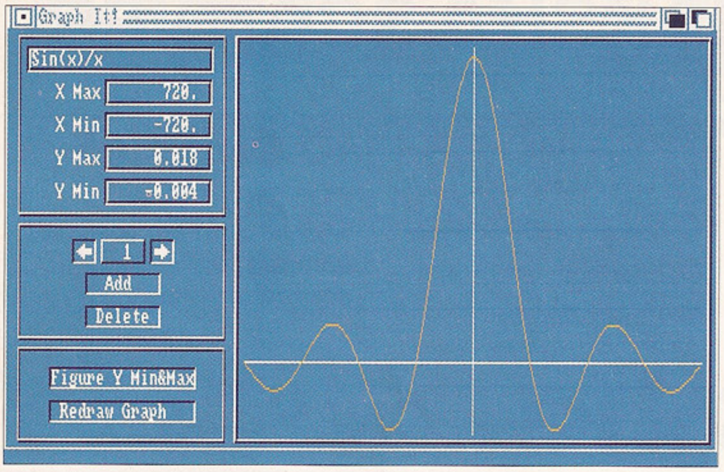
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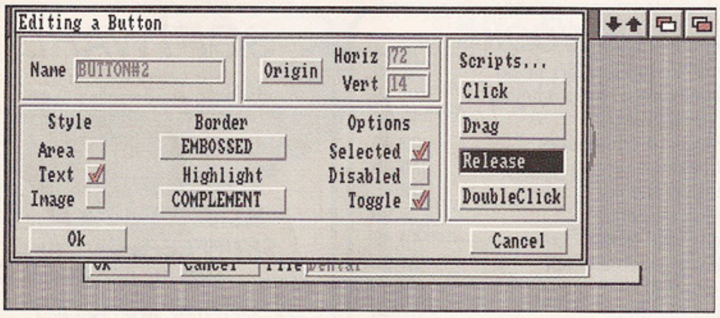
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***CanDo* can be used to produce more than just presentations. By using the built-in scripting language it can also be used to create 'real' programs such as this graphing application.**



The whole package is extremely well polished, even down to the presentation of dialog boxes such as this one for selecting the style and type of buttons.



The 'M' word is being heard everywhere. Can multimedia be here for the Amiga? **PAUL LYONS** looks at a new package from INOVAtronics.

CanDo 1.5

Multimedia Authoring System ■ £125 ■ Checkmate 071 923 0658

CanDo from INOVAtronics is a kind of programming construction kit. These have become very popular recently. There's been AMOS and more recently the *3D Construction Kit*. Both of these systems allow you to design, build and test programs before turning them into stand-alone applications that can be distributed and used without the main program. *CanDo* works in a very similar way, except that instead of being aimed directly at making games, *CanDo* is a multimedia presentation system that allows you to combine *DPaint*-type animations, images, text, sound and music to create your own multimedia presentations. Once created they can be compiled to run as stand-alone applications so they can be distributed without the *CanDo* application.

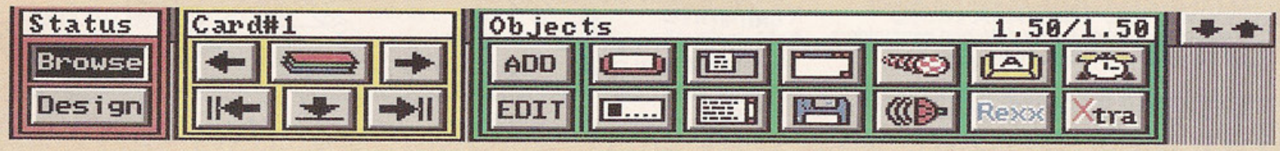
What CanDo?

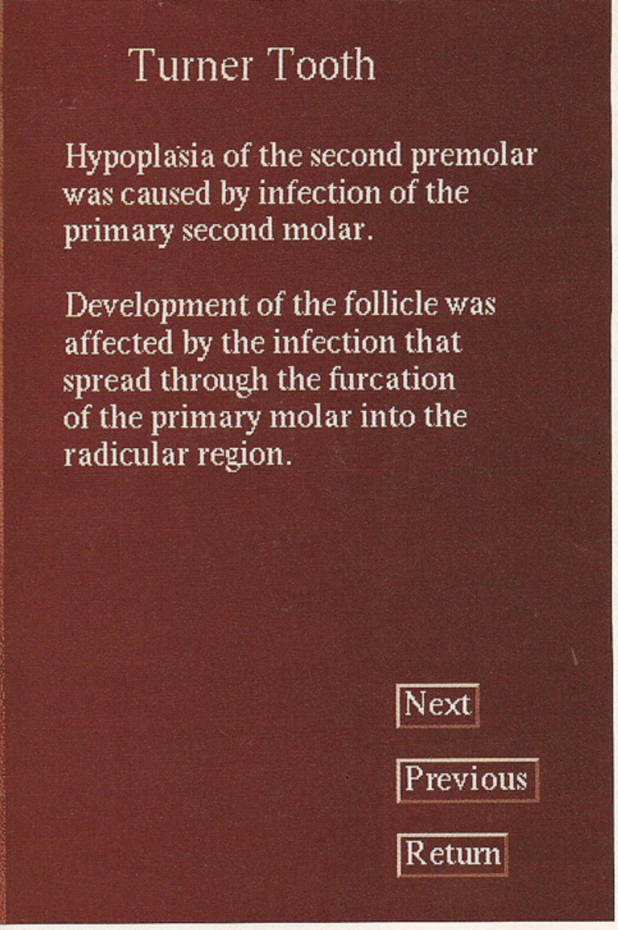
What can you create? Well, almost anything. *CanDo* is ideal for producing teaching or presentation aids. For example, suppose you wanted to teach children about African animals. You could have a main screen showing a map, with a number of different buttons. Clicking a button could take the viewer to a much more detailed stack about an individual animal (say a wild boar), with further cards showing the boar's picture, what it eats, how it raises its young etc, while in the background sounds of elephants can be played. If you really want to go the whole hog (sorry), *CanDo* can also control video and laser-disc players to show film of the animals in action on your Amiga screen (assuming you have a genlock and a compatible VCR).

CanDo productions take the form of decks of cards. Just like a stack of playing cards you can only view the

CONTROL PANEL

The majority of *CanDo's* functions can be accessed from the main control panel. On the left, the Status panel allows you to switch quickly between designing and testing decks. The yellow section allows you to move through the cards in a deck and switch in and out of Edit mode. The Object menu contains almost all the tools needed to design cards, from designing and placing buttons, text and images to accessing complex macro sequences. The two arrows on the far right slide the panel up and down for full-screen viewing.





***CanDo* in full effect. This card is part of a series of stacks under development by Andrew Gould and a team at King's College Dental School, London. By mixing text, animation and colour photographs, they have created stacks that students can run on their own Amigas, reinforcing conventional studies.**

top card. However, by creating buttons on a card, you can let the viewer jump to any other card in the deck (or even a different deck).

There are two ways in which you can create *CanDo* decks. The first is by using the Object tools from the main control panel. The second is by using *CanDo's* built-in scripting language directly. These two methods can be mixed at will. This allows you to create the majority of a stack quickly and easily using the tools from the main control panel just accessing the scripts to do any more involved bits.

Almost all the functions you need to make a *CanDo* deck are on a wide icon strip at the bottom of the screen From here you can take a blank card and add pictures, text, sounds, etc, by clicking on the correct icon. Placing items is a simple matter of clicking, or clicking and dragging over the area you want the item to cover. This automatically brings up a relevant section dialog box: if you've selected text, you can set the font, size and style; a sound or image, you are asked to choose the relevant file from disk, and so on. The main control panel is a masterful piece of design and even users new to this kind of system will quickly get to grips with creating and positioning things on cards. To link cards together, you create buttons. Clicking on a button can be set to take the user to another card, play a sound, show a picture or some text. At more advanced, levels *CanDo's* built-in scripting language can be used to program complex sequences – such as multiple-choice answers – to be set of at the click of a button.

Anomalies

One thing that may throw you at the start is that *CanDo's* menu bar is not at the top of the screen, but at the top of the main control panel. This is because the user can create menus within a *CanDo* deck, which appear in the customary place. There are lots of slight anomalies like this, but if you consider the deck you're writing to be the main program and the control panel to be floating in the space above it, things become clear.

When you use the main control panel to create an object, the program works out what you've asked it to do and creates a script in *CanDo's* programming language. You can also write scripts yourself, without using the control panel.

The advantages of this are not only can it be faster (especially if you've done a bit of programming), but you have access to a much wider range of commands, and this is where the heart of *CanDo's* power really lies. All the traditional functions of a high-level language are here: mathematical tools, Boolean functions, conditional loops and branching. In addition you can tap directly into the Amiga DOS for custom graphics routines and there are a number of unique commands created for easy editing and manipulation of stacks. The scripting language has over 200 commands and functions!

If this sounds deep and detailed that's because it is. You might then also expect it to also be incredible difficult and complex to use, but there you'd be wrong. Anyone over the age of 14 can create high-quality applications using *CanDo.* If they can program in BASIC (or any high-level language) they'll feel completely at home with the scripting language. A clear, well-written and intelligently laid-out manual is essential for this type of program and, happily, the quality is well up to the standards set by the application. Much of the space on the three-disk pack is taken up with images, sounds examples and help files, many of which complement the introductory tutorial in the manual.

CanDo's potential as a presentation or teaching aid creation tool is only matched by its value as a teaching tool itself. Tech-head users who think that creating a good multimedia application is just a matter of typing in the right code, soon come to realise that concept, design, planning and the quality of the material (images, text and the like) that go into a presentation are as important – if not more so – than the scripts that bring them together. Alternatively, creative arty-types may well find structuring thoughts and ideas to realise their original concepts is a fine lesson in organisation.

Looked at unemotionally, *CanDo* doesn't have much over it's competitors in the way of functions and commands and the UK price is a little on the high side. Where it scores is in the way the whole thing comes together. Everything about *CanDo* oozes quality. From the obvious improvements such as the excellent icon strip down to the little touches, like the way the icon strip slides smoothly down to allow viewing of the whole deck The well-produced, spiral-bound manual is a good read and the tutorial section lives up to the title.

CANDO PROPAK 1 AND CANDO INTRO PAK

To supplement the basic *CanDo* package, INOVAtronics have produced two additional packs: *The Intro Pack* and *ProPak 1.*

***The IntroPak* is more than just a 'How To' supplement to the main program. The first part of the manual is a tutorial covering the basics of creating decks in a deeper way than the *CanDo* manual. The tutorials take the form of walk-throughs using demo files on disk. The second part encompasses a range of tips and techniques to help you get the most from *CanDo.* These not only cover the programming and technical aspects of creating decks, but introduce the user to the logistics of how they will be used – making the user think about how menu, keyboard and buttons commands can be combined to best effect.**

The *ProPak 1* is a mixed bag of *CanDo*-created decks, some of which are useful, others simply serve to show what *CanDo* can do. Of these the most useful are the PaintBox (a paint program), the Layout Editor Tool (allows you to make any shape text box) and the KeyInput Tool (gives greater flexibility of keyboard input). This is a much lighter-weight production than *The Intro Pak*, with less of a tutorial feel to it. Of the two *The Intro Pak* represents much better value would probably be of real interest to a serious CanDo user. However, as there is a discount if both are bought together, both packages will probably find their their way into the dedicated CanDoer's collection. Unfortunately, as with *CanDo 1.5* prices are too high (virtually £1=$1) for what are useful – but decidedly optional – add ons.

Either pack costs £35. Both packs can be obtained for the discounted rate of £49.

VERDICT

SPEED: ●●●
Some operations are a bit slow, but the decks created run well.

DOCUMENTATION: ●●●●●
Detailed, well-written and clearly laid-out, what more could you want?

ACCESSIBILITY: ●●●●●
A quick skim through the manual and you are creating simple decks immediately.

FEATURES: ●●●●●
We can't think of a single important thing that's been left out.

VALUE: ●●●
Will probably prove too expensive for the market it's ideal for: education.

OVERALL **80%**
A finer presentation creator you couldn't ask for – a finer price you probably could.

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You can keep the data sorted in several different ways, e.g. by name, number, date. Almost instantly find information using any of these sort keys.

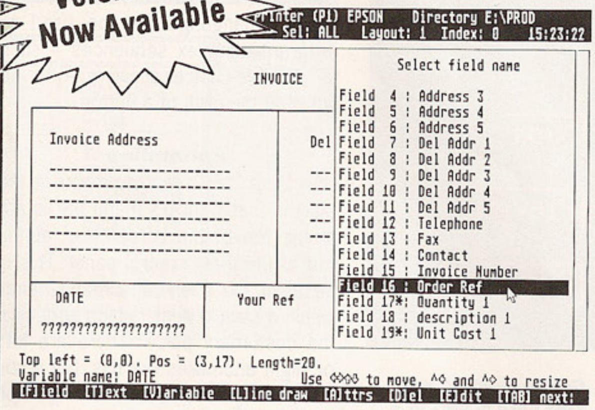
You can design different ways of presenting the data, e.g. straight list, address labels, tabulated data.

But you do not need Protext to use Prodata - it is a powerful database manager in its own right, ideal for all your filing applications. The program uses a simple set of menus which may be used with the keyboard or a mouse, as required.

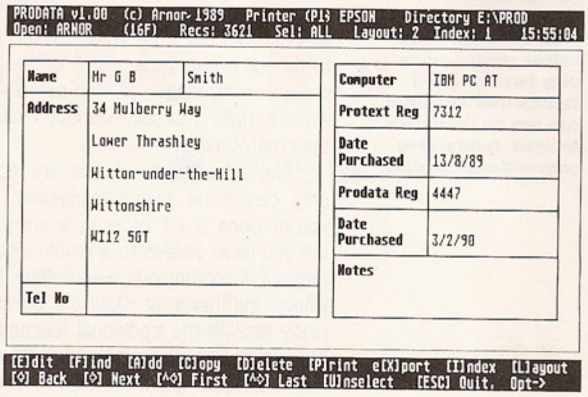
Prodata is available now for the IBM PC and compatibles, Atari ST and Commodore Amiga computers.

Amiga owners please note that you need 1MB to run Prodata - see below for special price for Prodata plus A501 (512K memory + clock expansion).

Version 1.1 Now Available



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Displaying and entering data

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Filtering of data using any expression. Filters stored with descriptions, selectable from menu. Individual records may be de-selected after filtering.

Importing and exporting of data in different formats suitable for other software including Protext. Selective importing allowing data to be checked and altered as it is imported.

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Password protection. 5 levels, ability to protect individual layouts to restrict access to sensitive data.

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Quarterback Tools

Disk utilities program ■ £61.10 ■ ProARK 0983 79496

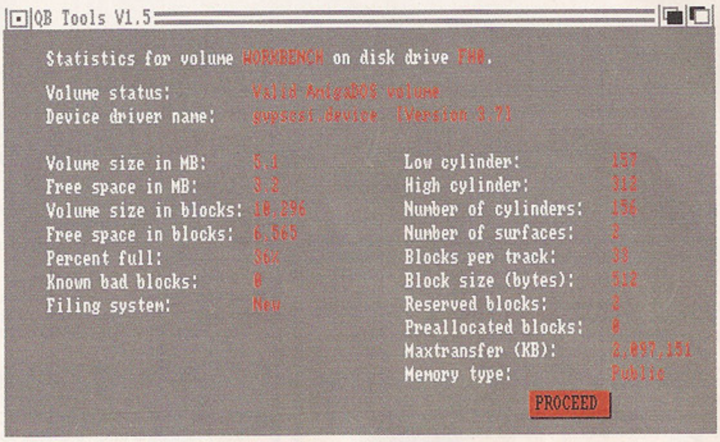
Ever got an irritating "error validating disk" or "volume X has a read/write error" message? Of course you have – they're to make sure a file or disk is 100 per cent OK, otherwise it's written off.

This product is for getting the most performance and reliability out of disks, both floppy and hard. If your icons take a while to load and display, or your disk catalogues take ages to print, chances are that you could do with *Quarterback Tools*.

Hard-disk users will find it indispensable. For one thing, fixing errors on hard drives can be difficult or impossible. Rather than setting up the hard drive from scratch, you could use *QT* to sort out your problems.

QT is easy-to-use. From starting up, all available disks are shown – all hard drive partitions, and any inserted floppies are shown. *QT* only does one drive at a time, for simplicity.

There are two areas where *QT* is useful. It can optimise a disk so that the data is stored as efficiently as possible. Also, it can analyse a disk to see if it has any bad blocks (bits that don't work properly) and mark them as busy, so that the computer doesn't get upset about them.



***Quarterback Tools* will only look at one volume (disk) at a time, but provides a comprehensive view before going in to fix it.**

There are other options too. *QT* checks the integrity of files, making sure they've been saved properly. These are known as minor faults, and are usually invisible.

Other tricks in the stable include undeleting files and even unformatting a disk! Admittedly, once a disk has been formatted, the chances of recovering data is somewhat limited, but it does at least make the attempt.

QT is useful with AmigaDOS floppies, and indispensable if you own a hard disk. It can sort out problems which normally has you scrabbling for the hard disk setup floppy, to reformat and start all over again.

OVERALL 85%
Not a program you'll use everyday. Comes into its own if you've got disk problems.

Quarterback

Disk utilities program ■ £39.95 ■ ProARK 0983 79496

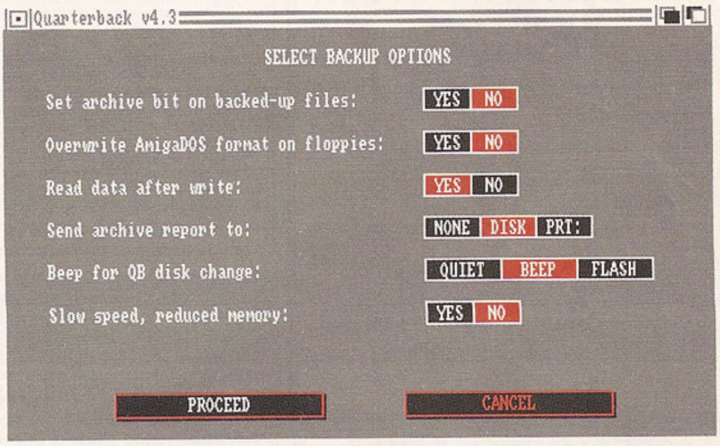
Strangely enough, *Quarterback* has little to do with *QT*. It's a hard drive back-up program, to copy the data from hard drive to floppies – and, of course, read them all back if your hard drive is blanked.

The procedure can be tweaked to your tastes. All available hard drive partitions are displayed – just click on the one you want to back up. After that, you can select a complete or partial back-up. (No point backing-up files which are already backed up).

Quarterback will take advantage of a second drive floppy-disk drive, but not a third or fourth. A shame, but most people don't even have two.

In addition to floppies the product will back-up to just about any standard Amiga volume – other hard drives, tape streamers, the large capacity floppy drive from Applied Engineering or just about anything.

For real tech heads the program can be invoked from the CLI with the relevant information about the back-up. I prefer using the mouse to run programs, but *QB* is easy-to-use no matter which way you start it going.



Once you have selected the hard drive partition to back up, you have a wide choice of archiving by date or ignore files that are already safe.

QB will set all the archive bits when its finished, so when it does a back-up it will only do the most recent files. Alternatively you can use the real-time clock – only back-up files made after a certain date.

These options can be turned off, to make the program do a complete back-up every time, but the way it handles maintaining your hard disk data is elegant and convenient. Installing the product onto your hard drive is easy – just click the icon and drag it over. The program will not boot-up from floppy – hard drive users only I'm afraid.

The only commercial competitor I am aware of is *ExpressCopy* which will take advantage of more than two floppies, but slower, much less user-friendly and is difficult to set running.

OVERALL 81%
This is an invaluable tool for protecting your data.

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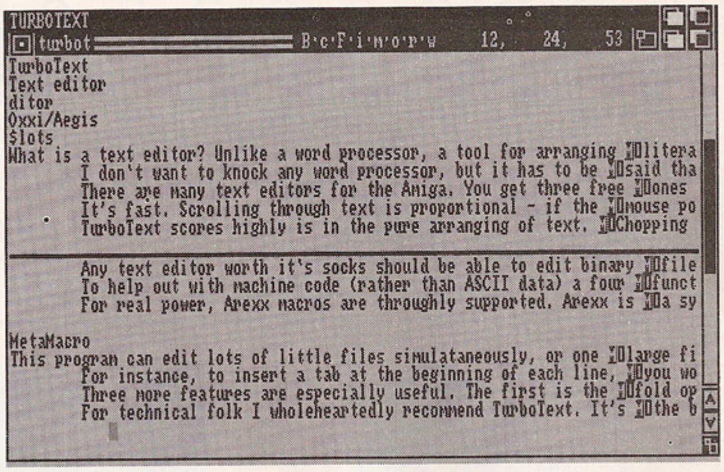
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What is a text editor? Well a word processor, a tool for arranging literary works, a text editor is a (usually) unsophisticated program for producing items like scripts, source code and general technical bits – a computer technician's word processor.

There are many text editors for the Amiga. You get three free ones on the various system disks bundled with the machine. But the special thing about this one is the fact it's fast. Scrolling through text is proportional – if the mouse pointer is on the left side of the screen it's mega quick, on the right it's slow and

Viewing two different areas of the same file is not only easy, but damn useful at certain times.



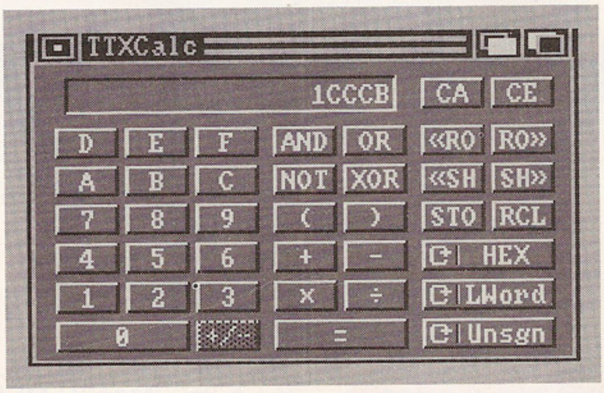
Hot from the States, this new text editor sets a standard by which similar programs will be judged. **PAT McDONALD** looks at Oxxi/Aegis' latest release.

TurboText

Text editor ■ approx £40 ■ HB Marketing 0753 686000

smooth. You are still left with the loading and saving times. The disk management and requesters are custom written to be as fast as possible – clicking on a file or directory stops the disk, and causes your selection to be read.

TurboText scores highly is in the pure arranging of text. Chopping and changing areas is very easy to do – you can mark out a normal block of text to move, or a vertical block of text. This is very handy for rearranging tables to be in the right order.



A simple but thoughtful addition is the calculator. Able to work in binary, octal, hexadecimal or decimal, it's great and saves a lot of scribbling. Viewing two different areas of the same file is not only easy, but damn useful at certain times.

FlexiText

The most fascinating thing about *TurboText* is its extreme flexibility. It can emulate so many different word processor and text emulators that it's untrue. By emulation, I mean the key presses needed to activate functions like block move, cut and so on. You don't need to learn the standard set of keypresses – indeed, you can invent your own!

All of the menus can be redesigned to look exactly the way that you want too. There are many examples of these on the disk, so learning how to do this is pretty easy.

Any text editor worth its socks should be able to edit binary files – files which contain raw data. *TurboText* really shines at this, and indeed loading any file into it is a matter of setting a few selections to leave the data in its original form.

To help out with machine code (rather than ASCII data) a four function calculator program is also thrown in. This can work happily in decimal, hexadecimal, octal and binary – choosing the number system is a question of clicking on an icon.

For real power, Arexx macros are thoroughly supported. Arexx comes free with Workbench 2, but does work with other Amigas, and for proper usage of *TurboText* (or any of the other serious applications that have Arexx macros) I recommend it.

MetaMacro

This program can edit lots of little files simultaneously, or one large file. The size and number of files open for editing at the same time is only limited by available memory. TurboText is very efficient at squeezing the most into the least space and it can record macros (key combinations) which can save you a great deal of time. For instance, to insert a tab at the beginning of each line, you would record the sequence, then select play macro and enter a number. *TurboText* goes off and performs the macro until it reaches the end of the file or performs the correct number of macros.

Three more features are especially useful. The first is the fold option, which conveniently hides nested subroutines and procedures. The second is the multiview, which lets you examine two different parts of the same file simultaneously. The third is the adjustable bookmark, for jumping back to a certain place after you've examined a different area.

For technical folk I whole-heartedly recommend TurboText. It's the best text editor I've ever seen – a simple class of program enhanced to near perfection.

TEXT CHECKING

Those definition files are mighty useful. As well as modifying menus and messages for different languages, they can also filter exactly what you input. For instance, if you were writing an assembly language program, you would load the 68000 definition.

This can match what you input to the 68000 instruction set, offering closest match and correct case (capitals or little letters). Definitions included are 68000, COBOL, Modula-2, C, Ada, English (of course), German, French and AmigaTeX.

VERDICT

SPEED: ●●●●●
Zippy even on an unaccelerated Amiga, works with all models.

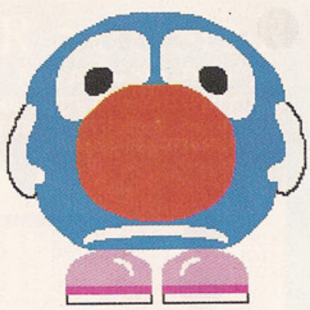
DOCUMENTATION: ●●●●
Technical in places but very comprehensive.

ACCESSIBILITY: ●●●●
Not many fancy icons, easy to explore though.

FEATURES: ●●●●●
Bulges at the seams with flexibility.

VALUE: ●●●●●
Extremely professional look and feel that makes TurboText well worth the extra.

OVERALL 92%
TuroboText thinks big and for serious programmers it makes life so much easier.



Up wiv Skool!

The Amiga is the computer for all the family and, as **PAT WINSTANLEY** discovers, there's some good new stuff out to encourage the kids to play and learn.

GAME SET & MATCH

GENISOFT – AGE 2-8 - £19.95

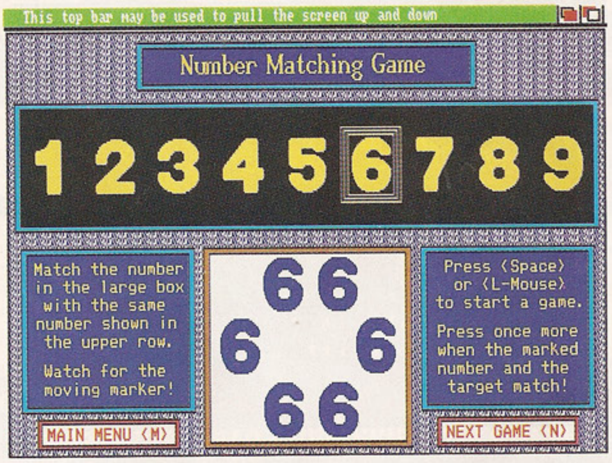
Another offering on the topic of matching, this program also encourages the child to identify pairs but is let down by a design flaw. At this sort of age (2-8 years) a child has enough to do simply to figure out the answer and operate the machine let alone being asked to bring reflexes into play too.

Game Set & Match presents a similar layout to *Mix and Match* with one vital difference. Instead of letting the child choose unhurriedly and clicking with the mouse when ready, this program highlights alternatives in rapid sequence so the child must both work out the match and catch the correct answer as it is available.

Having said that, matching is available for more than simple pictures – numbers, coins, shapes, decimals and so on are all covered in the options. Speed control is available but even my 'top infant' found the program frustrating due to the reaction element. Arcade-type reactions have no place in games that are aimed at this age group – they only serve as a distraction.

Although educationally sound, I feel this program will appeal only to a minority of children. The tasks set cover too wide an age group at this sort of level when children are learning so rapidly. Easier tasks are complicated by the necessary reaction testing, while harder ones are tedious due to the simplistic layout. A good attempt that doesn't quite come up to scratch.

OVERALL 75%



***Game Set and Match?* It's a somewhat disjointed matching game, but there are a nice variety of items for kids to match.**

PAINT ME A STORY

GENISOFT – AGE 2-8 - £24.95

Len Tucker has been writing educational games with AMOS for some time now and has an impressive range of titles to show for it. This package is a collaboration between himself, his wife and his daughter. Effectively it is a creation program for producing on-screen picture books and, while limited, does the job for which it is intended.

Two sections are available: one for the toddler, the other for the older child or parent. On loading you can select one of two ready-made stories which can be read aloud to younger children, while older ones can read for themselves.

All the picture elements used in the supplied stories are available on disk for you to use in your own illustrations. Backgrounds are also available as 'skeletons'; line drawings which can be filled with any of a wide range of fill patterns. Character and object drawings can then be applied on top of the background. All this is achieved by means of a simple paint package included on the disks.

Text is incorporated via a simple text processor: and, believe me, it's simple. For some reason word-wrap, which was originally incorporated, has been removed, so typing past the end of a line locks the program until the offending word is deleted and Enter is pressed. Children who are capable of typing and spelling will have had experience of word-wrap as a matter of course, so this 'feature' seems somewhat silly.

Personally I feel this program is a good idea let down by poor control, but if you are prepared to persevere it's well worth a look.

OVERALL 75%

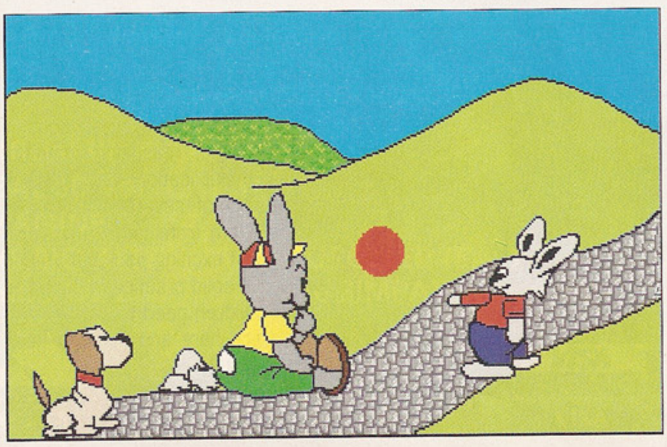
THE THREE BEARS

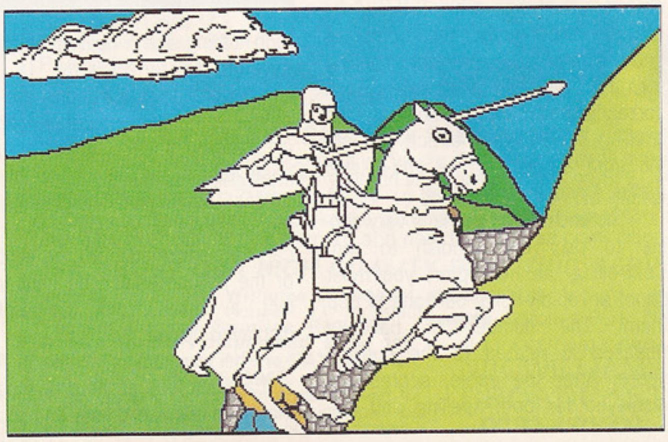
SCHOOL SOFTWARE – AGE 5-11 - £22.95

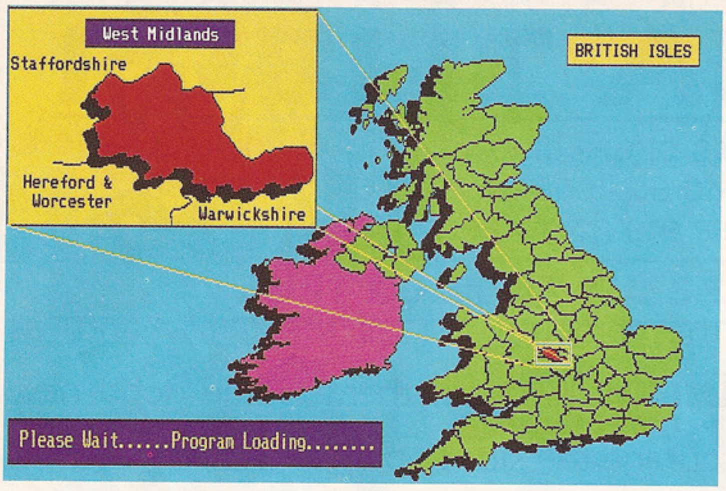
Although the adventure format is widely used in primary schools there is surprisingly little around for home use (unless you happen to own a PC). *The Three Bears* is loosely based on the plot of the fairy tale of the same name and grabs the kiddies' imagination instantly.

An ugly witch has kidnapped baby bear, so the child's task is to help rescue him from her castle. The game is a very simplified text/graphic adventure, with simple text and undemanding responses.

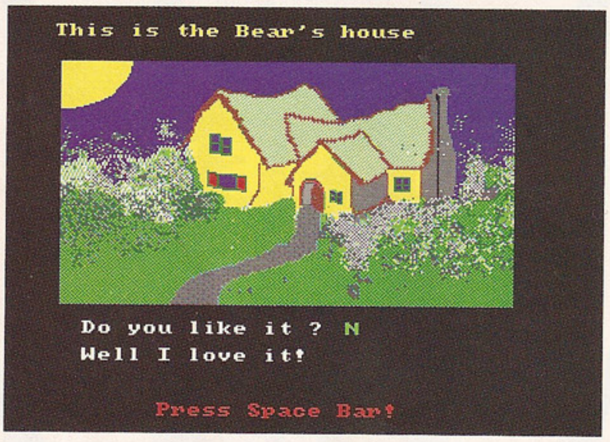
The reading equivalent of painting-by-numbers: *Paint Me a Story* with plenty of fluffy bunnies and a knight in shining armour. Create your own fairy tale!







No it's not another *GB Route*, but a game that could help your child keep well ahead in their geography classes. Well, on their domestic geography at least.



***The Three Bears* is a new style adventure game for the very young. Let's hope Goldilocks hasn't had her Weetabix.**

As befits this particular age group, the puzzles are designed to be quite simple so that they don't put the child off. Exploration is the name of the game, with characters such as the big bad wolf and a helpful pixie for you to meet along the way.

Movement is achieved simply by typing the name of the desired destination (the spelling being on screen at the time to help younger children).

Gentle cajoling humour draws the player into the game. Thus a refusal to help baby bear brings the response "Don't be unkind," and it then moves into the adventure anyway. I'd like to see far more games along these lines as they make a nice refreshing change to the more arcade-style offerings, and provide practice in logic and problem solving in addition to keyboard skills, reading and spelling.

OVERALL 85%

SPELLICOPTER

ESP – AGE 5-11 - £19.95

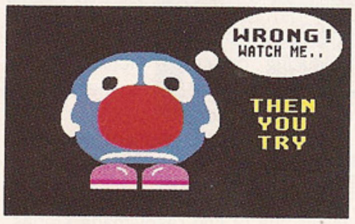
Most kids detest spelling, so it's good to see a game which positively encourages the child to try! *Spellicopter* works by showing a picture of the object to be spelt and, via speech, asks for the spelling.

As each letter is selected the computer says either the name or phonetic sound of the letter (the latter is pretty indistinct – in fact a hindrance rather than a help). If a word is spelt incorrectly, the computer demonstrates the correct spelling then asks the child to try again. Each correctly-spelt word raises the spelling score, which directly affects the time allowed in the end-of-level game. A nice incentive that!

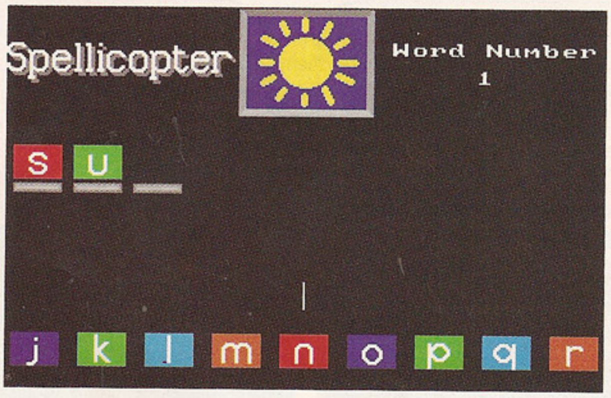
The end-of-level game is very simple to play but fiendish to win. Controlling the helicopter, you must shoot at rapidly-rising balloons to pop them. The number of balloons released is related to the spelling score. After the game, scores are displayed for both spelling and balloon-hunting and a high-score table is saved to disk for posterity.

Several toggle options are available – easy or hard game, phonetic or standard speech, lower or upper-case letters and the option of letter guides (useful for showing children the required word length). All typing can be performed from the keyboard or the helicopter can be sent to collect a letter from the alphabet displayed below.

The program is written in AMOS and a quick look at the disk suggests that your own word lists and pictures could be incorporated if you have that language or are familiar with CLI or Shell. Highly recommended.



***Spellicopter* is an excellent learn-to-spell game which combines well a child's spelling abilities with their game playing.**



OVERALL 90%

WHAT IS IT, WHERE IS IT

GENISOFT – AGE 10-ADULT - £19.95

If your geography is as bad as mine, you'll probably get hooked on this program as fast as I was. The package is based on the names and locations of all the counties in England, Scotland, Wales and Northern Ireland. Several activities are available depending upon your skill level including identifying counties by name or location, completing jigsaws and general tutorials to help you learn in the first place.

Identifying counties is set at two levels for each section. Thus the map may show a flashing county and ask for its name to be selected from a scrolling list of names. Alternatively, the program could ask for the county name to be typed in from memory – good for spelling. Similarly the 'Where is?' section presents a county name and asks on the easier level for the county location to be selected, while on the harder level the program flashes county locations in random rotation for you to click when the correct one is flashing.

The jigsaw section, too, has two levels. In the first a skeleton map of the nation is shown together with a scrollable list of county names and shapes. The task is to fit all the pieces into the map. The harder (diabolical?) level presents a blank screen as the jigsaw area – aaargh!

This program is excellent as a family quiz game in addition to a serious education package and should provide hours of fun. Buy it.

OVERALL 85%

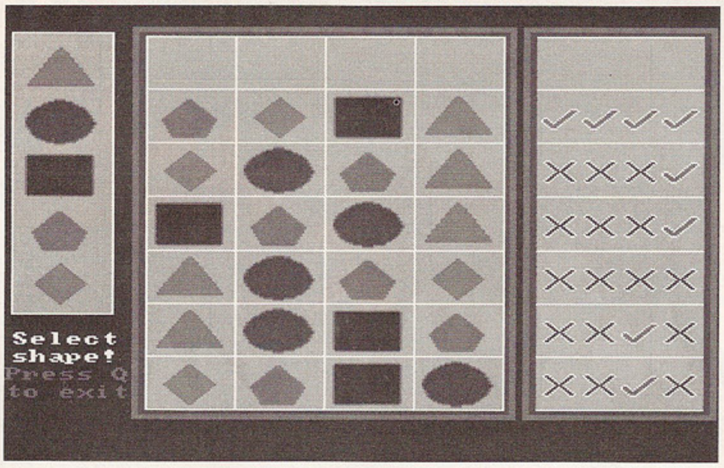
MATHS MANIA

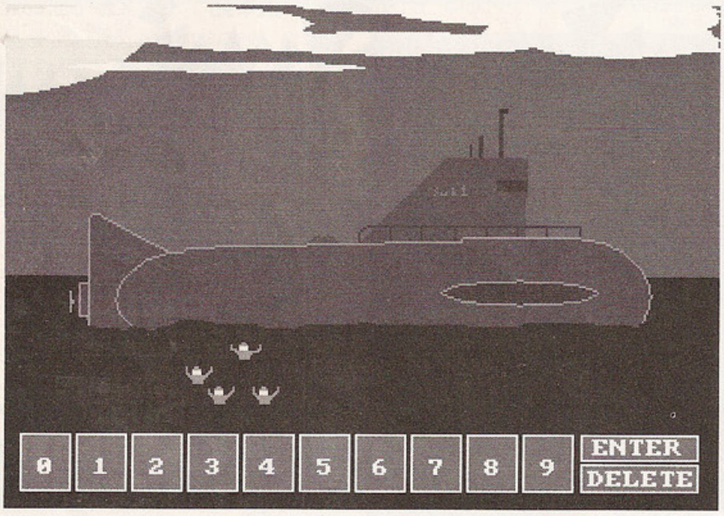
SCHOOL SOFTWARE – AGE 5-11 - £22.95

Aimed at junior school children, this program is one of a series for different ages which takes the child through from basic addition and subtraction to GCSE standard.

This suite of programs concentrates on logic, reasoning, memory training, multiplication and division and consists of several activities to keep boredom from setting in. While not the most exciting package around it does give solid practice in the basic skills all children need to master with a little spice here and there to keep interest flowing.

Unfortunately, getting answers wrong tends to be more exciting than





It's abandon sub time in *Maths Mania* because the kids haven't quite reached GCSE standard yet. This series of educational games, though, goes from arithmetic to long division.

getting them right as far as animation is concerned: so in a submarine, the children prefer to watch sailors abandoning ship instead of filing placidly below decks.

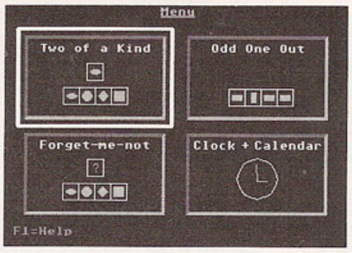
School Software market a wide range of educational programs, all of which are very polished and easy to use. This is no exception but for computer-literate children compares poorly in terms of presentation with its competitors. If children aren't 'grabbed' by a program they won't want to play.

OVERALL 85%

MIX & MATCH

SCETLANDER – AGE 2-8 - £24.99

Scetlander have been established for around five years but have only recently come to the attention of the general public because their programs have previously been produced exclusively for school and college use. With the advent of 16-bit computers in the home, it's good to see several conversions becoming available for domestic use.



Mix and Match is aimed at the under fives and offers essential practice for any child. Literacy begins by recognising visual relationships between different shapes and colours and this program is one of the best I have seen in that respect.

The basic screen layout is four pictures in the lower half of the screen and one in the upper part. Three games are available, each utilising the layout in a slightly different way, thus ensuring both continuity and consistency for the child.

Two of a Kind asks the child to find a match between the upper and lower screen sections. Odd One Out needs the non-matching picture to be identified. Forget-Me-Not uses the 'flash' technique to encourage both memory and matching skills.

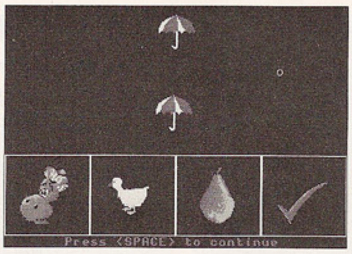
Skill levels are easily adjustable giving good flexibility. Operation is by mouse and is easy enough for the younger child to operate – the very youngest might need Mum or Dad to perform the mechanics while they point out or describe the mix/match. An excellent buy for toddlers.

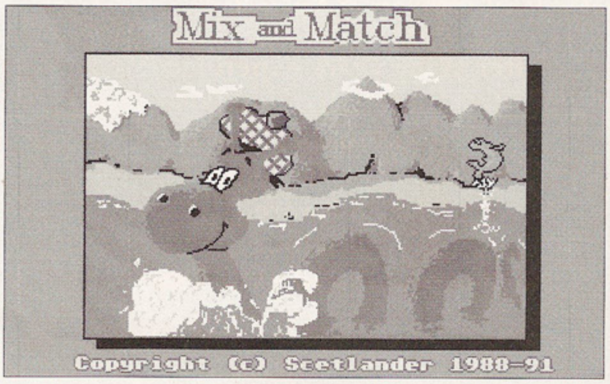
OVERALL 90%

HOMEWORK

Although many titles are now being converted to the Amiga, the vast majority of educational software is still only available on the PC or BBC machines. Genisoft, who have featured heavily in this round-up, distribute an excellent BBC Emulator for the Amiga (reviewed in Issue 23 of *Amiga Format*). On the PC front there are several emulators around, such as KCS Powerboard (Issue 15) and ATOnce (Issue 23). Armed with one of these emulators you'll have access to the software actually used in schools with no need to invest in extra hardware.

Scetlander's *Mix and Match* is another matching game, but it is one of the best around, especially for the very young.





SUPPLIERS

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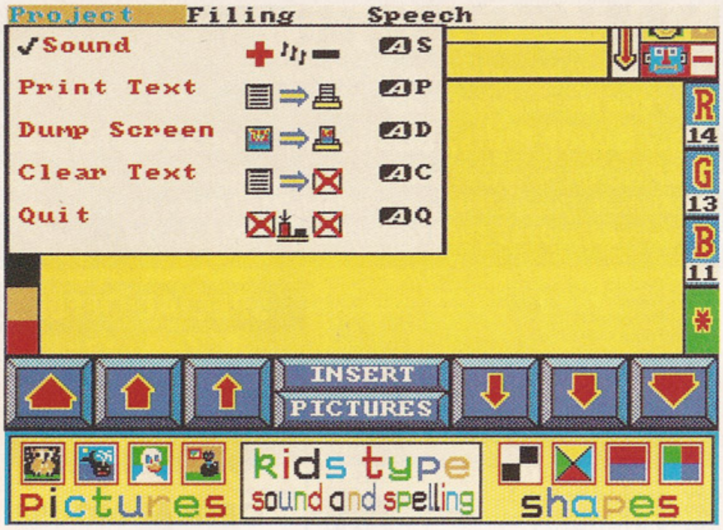
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The drop-down menus give children a pictorial clue as to what the hell a command does. If you can understand the pictures that is. Some more serious software may well plagiarise that idea!

A mainstay of primary schools is a word processor with friendly 'teacher's writing': now you can have one at home, as **PAT WINSTANLEY** discovers...

Kidstype

Kiddies' DTP ■ £24.95 ■ Genisoft

Adults are well catered for in the field of word processors and DTP, but there is little around aimed specifically at children. What programs there are tend to be cut-down versions of more mature offerings which, while simple to use, don't really grab a child's imagination. *Kidstype* is the first such package which my own primary-age children are actually keen to use.

Roger Wharmby, the author, appears to have started from the concept of an easy-to-use pattern creation program then modified it to deal with typed text too. The result is little short of astounding.

Several options are instantly available. The first real attraction for the child is the opportunity to select illustrated letters from the border and use them to make words. Harder work, and therefore slightly less appealing is the option to type text from the keyboard, but children soon realise that by mixing the two styles they can soon produce visually attractive screens.

In addition to illustrated letters, several sets of colourful patterns are available which allow colour and text to be splashed around the screen. To adult eyes the result is garish, but kids love the effect and their enjoyment encourages experimentation with the keyboard.

Helping hand

When typing plain text a child is often stuck for the correct spelling. For younger children *Kidstype* incorporates a 'prompt' command which is selected simply by clicking. This brings up a list of around 100 words suitable for infant reading age: several for each letter of the alphabet. Clicking on a word drops it into the text screen in a similar manner to adult spell checkers.

The word list can be altered to contain up to 100 of your own choice of words – handy if a child has a 'block' about certain spellings. The option provides a short-cut to avoid literary flow drying up due to uncertainty of spelling – a common problem when children are trying to cope with both the mechanics and the creativity of composing prose.

Fun stuff

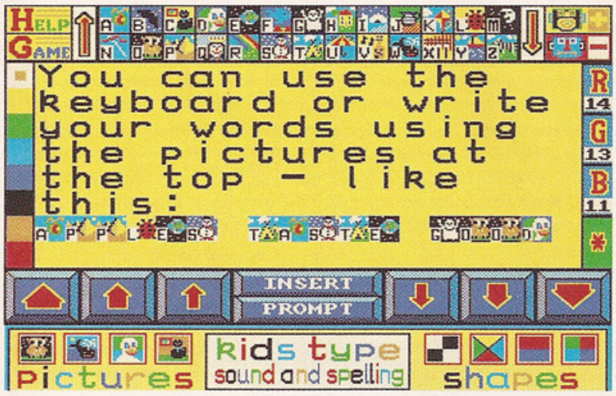
No package for children is complete without an element of gameplay and *Kidstype's* method is, while not novel, fitting for the program. Each letter of the alphabet is shown in cameo on the top border and the game involves choosing each letter (in any order) then trying to spell the name of the pictured object.

This isn't as easy as it sounds, since some of the pictures are well nigh unidentifiable: but, as with the word list, the pictures can be modified using a paint package. With some imagination on the part of an adult this could result in a picture-letter set comprising of mathematical shapes, parts of the body and so on – the scope is vast.

Pictures and words

The pull-down menus are unusual too. Instead of terse text options which often demand lateral thinking from the user, each option is copiously illustrated. Even young children cope easily when offered a graphical clue – adults too, sometimes!

A lovely touch is the speech option. Simply select various combinations from the menu and screen to have the computer recite text, sound out a letter on typing or pronounce an individual word or letter from the screen. This option is excellent for children with reading or spelling difficulties since they can check that the word or letter typed sounds like they think it does. As a confidence builder and an encouragement to experiment it is probably the most useful feature of the package.







***Kidstype* will break young children gently into the world of word processors – as well as spelling. Gone are the days of the Petite Typewriter.**

I certainly have no hesitation in recommending this package to anyone who has pre-school children, especially because it is likely to remain in use right through to their senior school.

VERDICT

SPEED: ●●●●
Very responsive but speech mode can slow things down for faster typists.

DOCUMENTATION: ●●●●
Tiny manual packed with clear info. Basic operation needs no explanation.

ACCESSIBILITY: ●●●●
No problems – put the disk in and the youngest child is away and running.

FEATURES: ●●●●●
Can't think of anything missing – very well thought out, and easy to operate.

VALUE: ●●●●●
Nothing on the market to match it. Flexibility will provide a long life.

OVERALL 95%
This one will take over your Amiga if you give the kids a mere whiff of its existence.

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A word processor with immense power to deal with most situations and... it includes a Database! It's all so easy to use, you probably won't need to refer to the extensive 250 page manual too often.

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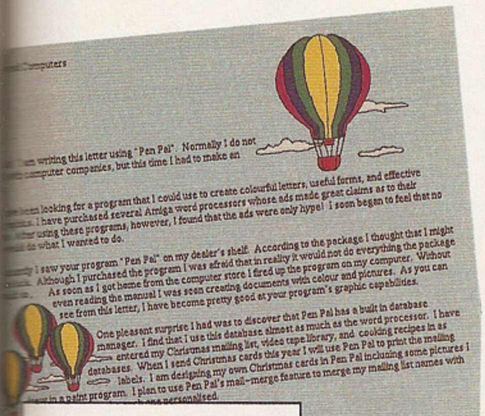
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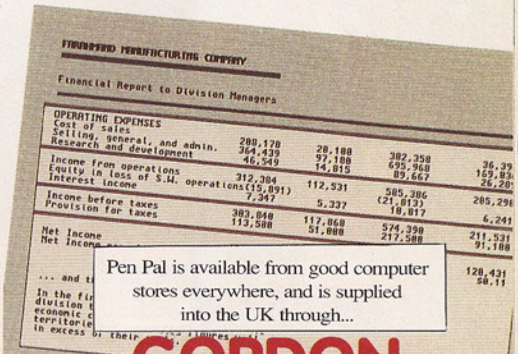
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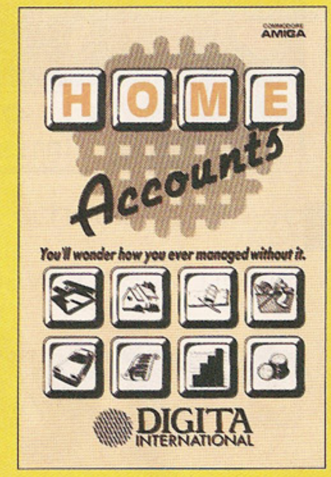
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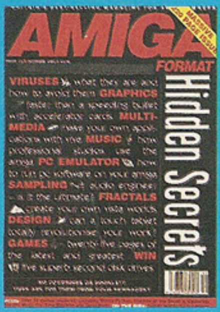
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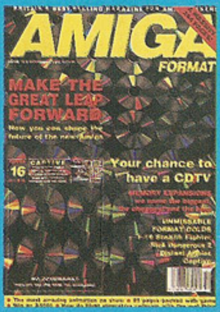
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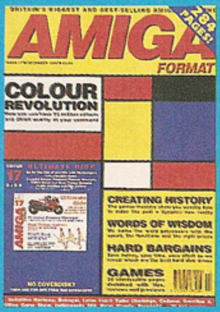
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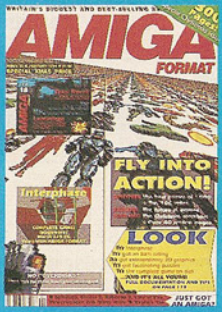
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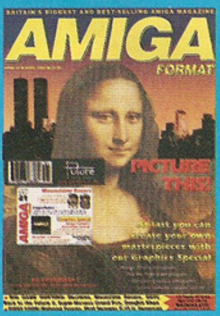
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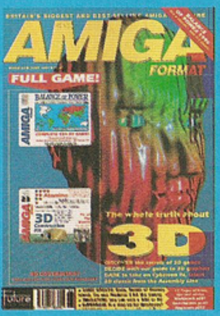
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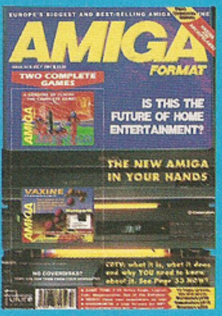
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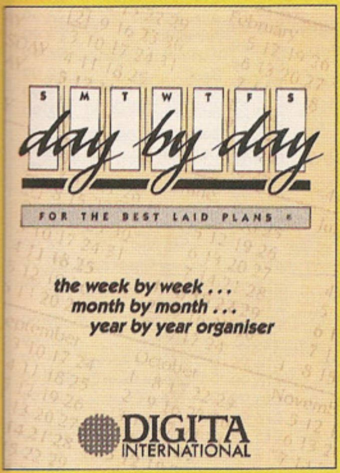


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TV-8500

LCD Television ■ £249.99 ■ Casio 081-450 9131

It may seem a little odd reviewing this type of product, but in fact the TV-8500 has a number of features and uses which would interest Amiga owners. For a start, the TV-8500 can take external video and sound signals. The lead that's included could have been made specifically with the Amiga in mind because there are two phono jacks which plug handily into the modulator and go straight into the unit.

If plugged into an Amiga, the quality is quite good. Although you can't really make out 80-column text, graphics look very good. The only real problem is with ghosting – liquid crystal displays are liquid, and rapid-screen transitions happen in a very fluid manner. It doesn't look too bad, just different.

Still not sold on the idea? Well, another use for a tiny TV is as a line monitor on a video signal. If you've played around with genlocks or video lines, you will more than appreciate that it can be useful to see a video image before the picture is merged, altered or tweaked.

The real pro usage though is in video-camera work. How often have you wanted to see a picture before it's digitised? Some digitisers let you do this, others don't. Having a pocket TV means that you can see what the camera sees, and carrying around a conventional monitor is such a pain.

It has a sharp, four-inch LCD screen – most pocket TVs have a much smaller screen which are lower resolution. The screen is also illuminated, this means that you can see what's on it without the need of an external light source.

The TV8500 takes six AA-sized batteries, or an external nine volt power supply. Power consumption is quite reasonable – you'll get a few hours out of a set of batteries.

Otherwise, it's a sign of the times. You can now buy reasonable quality pocket TV/monitors, for the price of a normal monitor. Who knows, in a few years time, when the quality is pin sharp and the price is down, we might see a portable or laptop Amiga...



The TV-8500 has one of the best displays I have seen on an LCD screen. Here you can see *Balance of Power* running from an A520 modulator. Even though it's difficult to make out the fine detail, large graphics areas come across very well. Together with the very smart styling and compact design, the latest Casio is definitely the shape of things to come. As with all hardware, the price will no doubt plummet over the next few years.

OVERALL 85%

Logimouse Pilot

Mouse ■ £27 ■ Logitech 0753 37222

Another month, another mouse. The Logimouse Pilot is a direct replacement for the official mouse that you nearly always get bundled with an Amiga. Unlike other mice, it doesn't have a convertor cable to connect to every kind of computer – it just plugs straight in.

The styling is very reminiscent of the Pandaal mouse, in that the top is curved from front to back, making your hand cup it. Unlike the Pandaal, though, the curve is more gentle, meaning that you can relax your hand on top of it, rather than causing a vice like grip.

One very subtle part of the styling is that the mouse is just a little narrower at the front than at the back. The slight wedge effect I found very comfortable – it sort of guides your fingers around the mouse.

The buttons are very large, but recessed, so again you can rest your fingers on them. The button action is fine, although your finger has to press down just a fraction too long – the travel's a bit longer than the mouse I normally use.

Inside, the mouse ball is extremely light. It's clearly not a ball-bearing covered in rubber, just a solid rubber ball instead. It didn't look particularly durable, but I dare say it would last me for quite some time. The cover is too stiff though – I nearly broke the mouse getting at the mouse ball, which is necessary in order to clean it or the rollers inside. Be prepared to let it wear in.

The only real down turn to the Logitech is the colour: it's bright white, totally unlike the Amiga's off-cream colouring. But it responds well, has very accurate tracking and lets you get on with your computing.



A mouse is a mouse – the exception being the Logitech Pilot. This is a similar shape to the conventional squeak-squeak real mouse, and rather than being just a gimmick, this shape is extremely comfortable to hold and use. The only real gripe with the device is the colour – that bright white doesn't look a bit like Amiga beige. Apart from that minor point, it's a winner.

OVERALL 85%



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V2000 Board

A500 internal memory pack ■ £104.99 (2MB) ■ Virgo 0734 890588

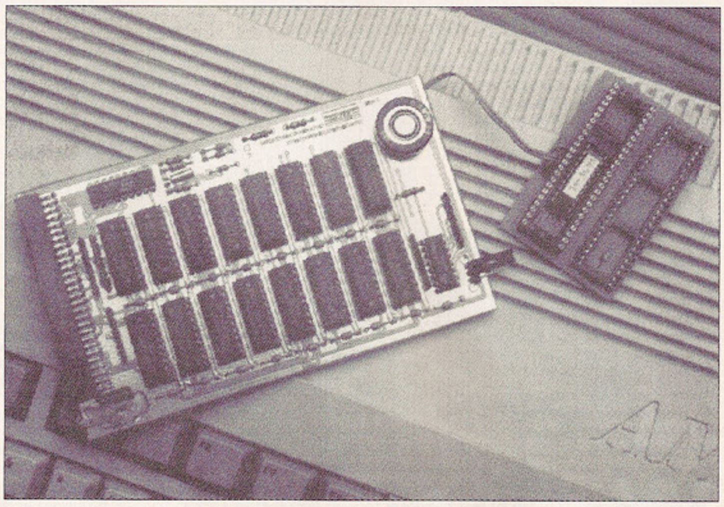
It is in fact possible to expand the A500's memory internally. There have been boards around for quite a while which do this, but now, as with most hardware, the price has been dropping dramatically.

Fitting this type of board is a bit complicated to do though. You have to take your Amiga apart, remove the Gary chip, plug it into a circuit board, plug the circuit board back into the computer, connect the memory board into the underneath and then join the two up.

I've got to admit that the included instructions help, but this approach is just not attractive any more. Fitting the board will invalidate your warranty, and it has been known for people to inadvertently blow up their computers trying to do it. This is quite rare though.

If you want 1MB of chip RAM, this board is not for you. There is no fastmem/chipmem switch (as found on ICD AdRAM and Datel's boards). Virgo is working on this, but it will take a while to implement.

Enough of the doom and pessimism, the board does work well. Once it's in you can happily forget about it with one small exception. To get the full 2MB of memory, a small program on the included diskette has to be run to make it all available. It's only 256K of memory, but every last little bit is valuable.



Lacking in looks, the V2000 does do what it says - adds 2MB of memory to a standard A500. It also invalidates your warranty, so I cannot really recommend it unless the person fitting it knows what they are doing.

The board I saw was a pre-production version, with a low-grade method of connecting the two boards. This was a small piece of wire, soldered directly onto the boards and blobbed with silicon rubber. Hopefully Virgo will have the right connectors in for production units.

There are three redeeming features to the product. First, it's very cheap – £104.95 for 2MB of memory is pretty good going. Secondly, it does at least have an on/off switch in the form of an oversized jumper connector and thirdly, it does have a real-time clock fitted as standard.

OVERALL 65%

3D Text Animator

3D Titler ■ $49.99 ■ Mindware International 0101 705 737 5998

This is an interesting and fairly unique product. *3D Text* will produce moving and swooping words and save them in .anim format for loading into animation programs like *DeluxePaint III*.

Mindware International is aiming big with this program. It's written around a system called TASS – no, I haven't a clue what this stands for. TASS is quite interesting, in that if you want help on any of the controls, just move the pointer to the area in question and click on it.

Mindware is planning on producing a range of video and graphic tools that similarly hinge on TASS. It remains to be seen what they will do, but *3D Text* screams and shouts for attention in a market dominated by flat 2D scrolling titlers.

The biggest problem I had with the program was starting it going! It doesn't autoboot and will not go onto a hard drive easily (despite the included program to do this, which generated an error message). Never mind, after some fiddling around I got the thing going. Banging in a word and setting the thing going produced a guru meditation. Not easily scared, I sat down and read the manual. After that I was scared. *3D Text* appears to do more or less what it wants, and leaves you hanging around twiddling your thumbs most of the time. It's so slow! This isn't machine code – I'm not sure what it is, but compiled basic is a possibility.



Despite some infuriating characteristics, 3D Text Animator is easy to use once you have loaded it.

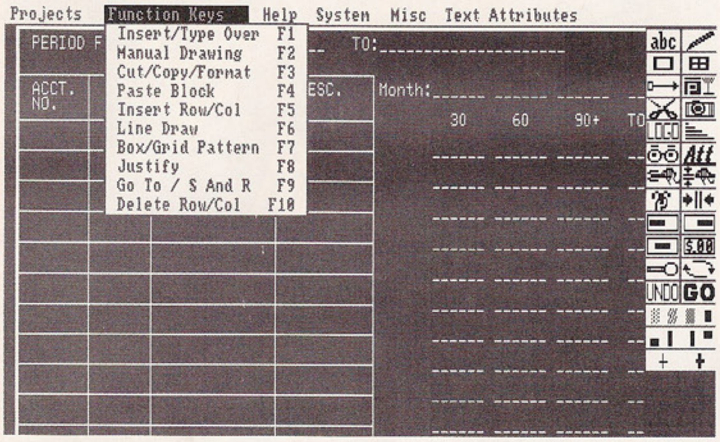
That gripe aside though, it does have some nice features. It can play animations from disk, RAM disk or a hard disk of any size. The frames it produces of text milling about 3D space can be loaded into other animation programs for tarting up.

All in all I'm not that impressed. Mindware has come up with a concept which is quite good and it does work, but the program is somewhat tedious to use. I'm sure that the bugs can be ironed out, and for serious work it's a damn sight easier than something like *Sculpt Animate 4D*, but it needs some work to make it a viable program.

OVERALL 63%

Top Form

Form designer ■ $89 ■ Designing Minds 0101 801 752 2501



Although still a bit rough around the edges, *Top Form* is easy to use and yet powerful. Very good for designing forms.

When you want to design an invoice or report, which piece of software do you use? You could use a word processor, and include some IFF pictures. Or a dedicated art program, and design standard stationary. But there are not many programs dedicated solely for this job.

Top Form fulfils this role. It's been designed with two ideas – one, to allow you to layout standard forms on screen and manipulate all the different boxes and areas to print in. Two, to make the process as simple to understand while giving flexibility.

The way it does this is very familiar – there's a row of menus to pull down along the top, and a column of tools down the right side. It's reminiscent of *DeluxePaint's* layout, but there are some important differences. Rather than being small and simple, the right side icons are a bit too stylised, which makes understanding them tricky at first. Second, the menus do not have any sub-menus – all the options are jammed onto the menu bar at the top. The program has one very annoying quirk. It always looks for files on a disk called TopForm. Using a data disk to store information on is a bit long winded as a result, but it's not a fatal error.

Actually sitting down and designing forms is quick and very easy. Select the font and size, and bang in all the different areas. Similarly, changing different areas is a snap. When you print your forms, the program will take advantage of things like downloadable fonts and also font cartridges – it's basically as good as your printer.

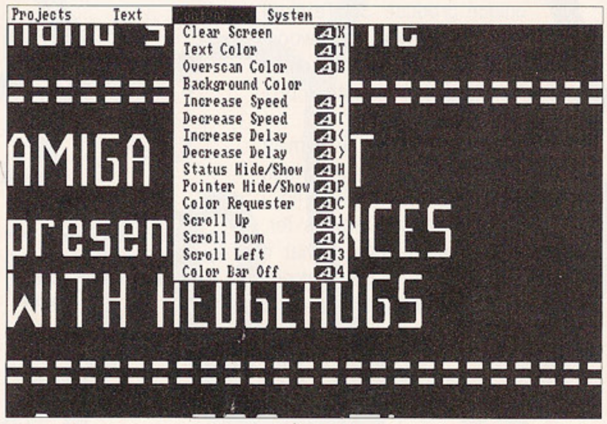
Despite its faults, I was really quite impressed. The manual is very good, explaining just what to find on the two disks, and how to get the best out of the system.

Designing Minds is working away on the next release which should be due in the next couple of months. Hopefully, the worst parts of the program will be corrected and some extra features to make the product even more user-friendly will be included.

OVERALL 79%

Roll 'em

Video Titler/prompter ■ $149 ■ Designing Minds 0101 801 752 2501



Although capable of many tricks while the screen is scrolling, your words will pause annoyingly as they scroll up the screen.

Video titlers have the same overall purpose: generating your own scrolling or stationary titles for videos and presentations. Despite this common aim, they differ in their 'front end': the buzz word for the controlling screen where you do the editing.

Roll 'em abandons the control panel approach used by most video titlers, and goes for overhead menus. Every option has a hot key, so you can use the program without much recourse to the mouse or displaying menus over your video titles – important for live, on-the-fly productions.

Roll 'em also differs in the way you put titles into it. The words for titles have to be on a separate floppy disk called Text, and named from Text.001 to Text.999. This is a slightly clumsy way to do things but, again, helps for live productions, as well as extremely long sets of titles.

The program will go down through all the titles available, and will happily display them. Changes to font and point size can be made on the fly, and editing the titles is left to a separate text editor or word processor program.

People in the video industry have complained in the past that they really can't get into most video titlers. Normally, such programs are designed and written by computer people, not video people. The *Roll 'em* school of doing things may seem odd by computer peoples' standards, but it greatly automates the way you actually create a set of titles.

The manual included for the program is outstandingly clear. It tells you to jump ahead if you already understand the basic concepts. Assuming the worst possible case (the first Amiga program you've ever tried in your life) it really explains things well for beginners.

That's not to say the program has no problems. When scrolling text there's an annoying pause. It can be reduced by speeding the scroll up, but I couldn't get rid of it. Although some fonts have been included, I would have preferred a separate fonts disk full of ready-to-use fonts.

Roll 'em can't handle things like IFF picture brush cutouts or animations, but for simple scrolling text like autocues or teleprompters (controlled by the mouse, keyboard or joystick) it manages very well indeed.

OVERALL 65%

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F467 MULTIPLOT AND POWER SNAP See Amiga Format June 1991 for Review
F474 AEQUIPOT Renders multicoloured pictures in High or LOW Res pictures
F488 MIDI TOOLS: Utility programs for people who run Midi systems.
F490 AMICHECK An easy to use check book program. Version 2.0, **AmigaDos2**

DEMO DISKS

F490 ANTI LEMMINGS ANIM (2MB)
F450 AMY vs **The Walker** Machin*
F423 POGO Miss Mam'a' Sele*
F418 ATMOVES Amy the Squirrel*
F414 BATMAN LateNight,Terminal*
F413 STEALTHY MANOEUVRES II SWISSARMY & JUGGLER II (*)
0477 FRACTAL FLIGHT V2.1
0662 CRIONICS PRESENTS: THE MADONNA MEGA DEMOS (2)
0664 BUDBRAIN MEGA DEMO (2)
0792 ALIENS MEGA SAMPLE (2)
0804 MICHEAL JARRE EQUINOXE
0814 MICHEAL JARRE DOCKLAND II
0822 MADONNA NUDE PICTURES
0882 THE BEATMASTERS HOUSE MUSIC INSTRUMENT DISKS (3)
0883 808 STATE HOUSE MUSIC
0948 MAXIMUN OVERDRIVE (2)
0957 PRIME 90 MRGA DEMO
0959 THE BEST DEMOS OF 1990
0960 D-MOB REMIXED MUSIC (2)
0962 FANTASTIC ART DISKS (2)
0965 THANET SOUNDTRACKER MODULES COLLECTION (6)
0981 STEALTHY MANOEUVES *
1002 BUDBRAIN II MEGA DEMO
1003 HORIZON SLEEPIN BAG
1004 TREACL MEDLEY RELATION
1008 SAE AMAZING TUNES II (3) *
1014 FANTASY SPACE VOL II (2)
1016 CRIONICS PRESENTS: TOTAL DESTRUCTION MEGA DEMO DISK
1019 TECHNOFLIGHT MEGA DEMO
1021 USA vs IRAQ ANIMATION
1022 SCANNERS PICTURES (3)
1027 JUGGLER II ANIMATION *
1035 BATMAN THE MOVIE
1044 THE WALL (MD) BY KEFRENS
1047 ROBOCOP DIGI MOVIE DISK
1048 P.E. BRUCE LEE DEMO
1049 TOTAL RECALL THE DEMO
1050 BACK TO THE FUTURE II
1054 THE BLUES BROTHERS (3)
1105 THE JARRE LIVE MUSIC DISK
1124 KEFRENS DEN-GIK-SKU-NED
1125 REBELS TOTAL TRIPLE TROUBLE
1123 SONIX THE BEATLES MUSIC
130 THE MARS ANIMATION DISK
1133 SCOOPEX MEGA DEMO II (3)
1146 EQUIMANIA II Drunken Skulls
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1311 SUPERB SCOOPEX COLLECT
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1416 JUST FOR FUN BY CYCLONE
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1431 DONT MISS THE PARTY LINE
1439 ANOLOGIA BY ANALOG MD
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1477 RAF THE RETURN MUSIC DISK
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1547 JETSET 'OVERLOAD' THE MTV BRAUN EUROPEAN MUSIC DISK
1569 DO TH BARTMAN (REMIX)
1571 THE SOUND OF TREACL MUSIC HAIL THE ENGINEER BY JETSET (2)
1578 GLOBAL TRASH BY SILENTS A Truly superb interactive demo. This has to be one of the best disks ever
1582 AMY VS THE WALKER ANIM
1586 PAPA DON'T PREACH DEMO
1590 GALAXY LOVE BY ENIGMA
1592 ITS ON YOU BY MC SAR (2D,2)
1598 IRAQ DEMO II By ANIMATORS
1599 BUDNBRAIN III BY FLASH PRO
1609 3 MORE STEALTHY ANIMS
1610 VECTOR DANCE BY CULT
1612 TRADER BY FLASING BYTES
1618 K.G.B MEGA DEMO Some brilliant parts & well presented (2)
1625 INDIANA JONES &THE LAST CRUSADE HI-Res SLIDE SHOW (2)
1627 SHADOW PRESENT: THE GAMBLING HOUSE MEGA DEMO
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1629 THE SIMPSONS: BY DECAY
1630 FLASH GORDEN DEMO (2)

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1030 BIRD OF PREY ANIMATION *
1031 THE FLEET MANEUVER ANIM *
1032 THE WRATH OF KHAN ANIM *
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1107 STAR TREKKIN SONG (2,2DD)
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016 Space Ace Demo
085 Red Sector Megademo (2)
089 Gymnast Animation *
107 RAF Megademo (2)
127 NewTek Demo (2) *
157 Cool Cougar Animation *
161 Kylie Minogue Demo (2)
240 Puggs in Space Cartoon
280 Tree Frog Animation *
288 The AMOS Demo
298 Unicycle Animation *
399 NewTek Demo 3 (2) *
483 Elvira Demo
646 Predators Megademo (2)
744 Red Sector Cebit Demo
747 Popeye Meets Beachboys
762 The Run Animation *
773 Shark Animation *
825 Budbrain Megademo (X)(2)
853 Dragons Lair Demo *
854 Bread/Home & Away Demo
865 Coma Demo
895 Trip To Mars
897 Scoopex Mental Hangover
906 Madonna Cartoon *
947 Mars Flight Animation *
954 Teenage Turtles Demo
964 Operation Vark!
966 Bloodsport 2
1001 Station at Khern ** (3)
1033 At the Movies Anim **
1034 Stealthy 1 Animation *
1043 Razor 1911: Vertical Insanity
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1088 Epic Demo *
1089 Not 9 O'Clock News 4 (2) *
1092 Pharaoh Animation *
1093 DPaint 3 Demo (2) *
1105 Crionics Neverwhere Demo
1110 Fractal Flight

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648 Star Trek (USA) (2) *
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727 Star Trek (Richter) (2)
957 Pipeline
962 Drip!
987 Snakepit
991 Jeopard *
1004 Games Disk 9
1230 Dragon Cave
1245 Rings of Zon *
1408 A59: Super Quiz
1411 A62: Arcadia
1510 Pick Up A Puzzle (2) *
1512 Picture It (2) *
1517 A110: Crossfire *
1520 A115: Balloonacy
1528 A130: Wooden Ball *
1531 Simon Says/Space Maths
1532 A137: Tile Trial *
1533 The Jar *
1539 Megaball *
1544 Seven Tiles
1558 Adventure Solutions (2)
1573 A142: Pair Crazy
1577 A146: Fruit Machine *
1578 A147: AMOS Games 2
1579 A148: Demolition Mission *
1580 A149: Gobbit / Pontoon *
1584 A153: Missile Command
1591 A160: Quizmaster *
1608 A178: Mastermind/Pair Up *
1610 A180: Dungeon Delver (2)
1612 A182: Pixie Kingdom (2)

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081 UEdit Word Processor
110 Disk Utilities
111 Grafix Utilities 1
118 Grafix Utilities 2
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343 Intromaker
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348 APDC 25 (Programming)
353 ShoWiz 2.0
354 PowerPacker 2.2a
410 DPaint Cartoon Brushes
442 DPaint Fonts Disks (4)
456 Chet Solace Extravaganza
458 HAM Radio Special (5)
495 ClickDOS (CLI Helper)
516 A68k Assembler/C Compiler
536 Red Devil Compacting Utils.
546 Iconmania!
571 Jazzbench
580 Dope Intro Maker
591 Business Card Maker
595 Amateur Radio Disk
632 MessyDOS
633 Analyticalc
642 C Manual
643 SID v1.06
661 Programming Disk
682 Sound Applications (2)
684 Video Applications (2)
697 Graphics Management (2)
901 THE Comms Disk
902 QED Text Editor
1022 AMOS/RAMOS Update 1.21
1023 Future Composer
1058 Zero Virus V3.0
1071 Noiseplayer V3.0

MUSIC DISKS

052 Awesome Sounds
061 J M Jarre - Definitive
166 Vangelis *
187 Crusaders Audio X
237 Zee's Hip Hop Music Disk
335 Girls Need Love
398 Powerlords: Power Musix 1
407 CD Player *
409 Crusaders: Freakd Out!
424 Made in Heaven (2)
497 Amiga Chart 5
518 Bopus Polupus
534 Vision Music Masters
552 Music Invasion 3 (2)
654 Powerlords Power Musix 2
713 Flash! - Queen (2)
722 Beatmaster Club Mix
724 Technotronic Remix
746 Crusaders Bacteria
824 Digital Concert V
833 DJ Disco Leif 2
857 900 / Oxygene Remix *
866 Pan III Music Disk
870 Bruno's Music Box 2
910 Darkling Lords Music Disk
914 Special Brothers Music 2
922 Phalanx Beatbox
924 Game Boy Music Disk *
930 Rebellion
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941 Soundtracker Jukebox
959 Scorpions : Eargasm II
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1107 Stop Right Now! *
1243 Chip Music Festival
1248 LSD: Supreme Music 1
1284 Cave: Synthetic Power
1292 Crusaders Does Genesis
1505 A98: Music 24
1508 A101: Auto Player V1.1b
1522 A120: Music Player *
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1600 A170: Music 27 *
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DEMOS & ANIMATIONS

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1190 Pussy : Innership
1200 Raiders of Lost Ark Anim *
1229 Budbrain 2
1235 Kickboxer Demo
1238 Evil Dead Demo (X) *
1246 LSD: Comix Disk 1
1256 Killing Game Show Demo
1271 Legend of Billy The Kid *
1280 Horizon: Sleeping Bag
1287 Wrath of the Demon Demo
1400 A51: Weird Science
1453 More Aerotoons *
1474 System Violation Demo *
1477 Ecstasy Demos *
1507 A100: AMOS Demo 2
1516 A109: Weird Science 2
1518 Panthorus Megademo (2) *
1524 A124: Bob Maniacs *
1525 A125: Benson Demo 2 *
1529 Armageddon Demo *
1540 Amy .vs. Walker Anim. *
1541 Batman Animation *
1542 Pogo Anim (1.5 meg)
1548 Jochen Hippel Sound Demo
1551 Too Much 3D *
1552 Magician Anim V2.0 *
1553 Steve's Anim Disk 1
1554 Steve's Anim Disk 2
1555 Steve's Anim Disk 3
1556 Steve's Anim Disk 4
1557 Steve's Anim Finale Disk
1560 Phenomena Enigma Demo *
1586 A155: Panthorus Demo 2
1598 A168: Curos & Stauros (2)
1628 "Do The Bart, Man" Demo *
1650 Crionics: Total Destruction *
1664 Silents: Blue House (2) *

SLIDESHOWS

078 Vallejo Fantasy Art (2)
163 NASA Slideshow
167 Digiview Slideshow
171 Patrick Nagel Pictures
185 Escher Slideshow
238 TV Sports Basketball
282 Forgotten Realms
617 Neighbours Slideshow
725 Diggy Piggys Slideshow (2)
742 Madonna Slideshow
767 Cinemaware Slideshow
814 Viz Slideshow
831 Utopia Cartoon Slideshow
891 Creepshow
899 Madonna Slideshow 2 (2) *
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1044 Desert Island Slideshow 2
1051 Total Recall Slideshow
1062 Golems Gate Slideshow
1073 Fraxion Fantasy Slideshow
1082 Annie Jones Slideshow
1085 Comic Slideshow (X)
1103 Girls of Sports Illustrated
1210 Turtles Slideshow
1232 Jimi Hendrix Slideshow
1242 Back to the Future
1272 Nemesis: Prologue
1277 Fraxion: Divine Visions (2) *
1279 Forgotten Realms '90
1475 Nemesis: Chapter 1 (2) *
1480 The Age of Slack
1523 A121: Nik Williams Demo
1546 Skywalker Digishow 1
1547 Skywalker Digishow 2
1549 DPaint Colour-Cycled Pics
1561 Demons Slideshow 3 *
1666 Mages Staff

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1097 DTP Clip Art (2)
1099 Video Graphics (4)
1117 Geneaology *
1198 Soundtracker V4.0 (2)
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1255 Opti Utilities 1
1265 Cryptic Utilities 17
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1274 Star Trekker 1.2 Music Prog.
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1360 DKB Trace (Fish 397)
1366 Fix Disk (Fish 403)
1383 Menu Writer (Fish 420)
1385 Art of Virus Killing
1432 A83: AMOS Paint
1450 New SuperKillers Disk
1451 ElectroCAD
1452 AmiBase
1473 ARP 1.3
1534 MED V3.0
1535 Master Virus Killer V2.0
1536 North C V1.3 (packed)
1537 North C V1.3 (unpacked)(2)
1543 Quantum Tool Disk 12
1545 SpectraPaint V3.0
1550 FlexiBase V2.0
1569 A138: Spanish Tutor
1585 A154: AMOS Programs 10
1587 A156: Rippers Disk
1606 A176: Database Master V2.0
1629 ZX Spectrum Emulator
1663 Dynamite Cut & Paste Fonts

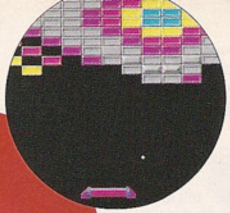
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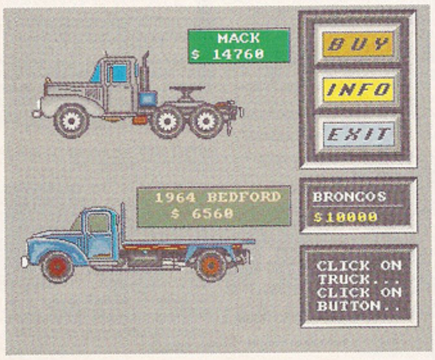
There's always something for everybody in the public domain. See what programs could tickle your fancy in the company of **PAT McDONALD**.

TRUCKIN' THE GAME

17 BIT 1052A + 1052B

A PD game that's a little bit different. *Truckin'* is a two-player management simulation about starting up and running a company which runs a transport service across Australia. If it sounds a bit dull, don't be fooled.

It's only dull in theory: playing it is quite fun. You start off with $10,000, borrowed from the bank, and must try to earn more money to pay off your debt and expand your business.



Hmm, the Mack looks better, but with only $10,000 even a second-hand model is out of the question. Looks like a Bedford for me.

Truckin' plays well. The mouse is used, not the keyboard, for most of the game, which allows you to concentrate on planning decisions. Time can be turned on or off – note that all of the businesses you deal with are only open during normal hours.

Perils of the road include breakdowns, running out of fuel and getting speeding tickets. The game works really well – the graphics are up to standard, and I must admit to spending many a happy hour on my own just playing it. A good two disk 1MB strategy game, and I take my hat off to the programmer: Ron Lewis.

TBAG 48

SOFTVILLE

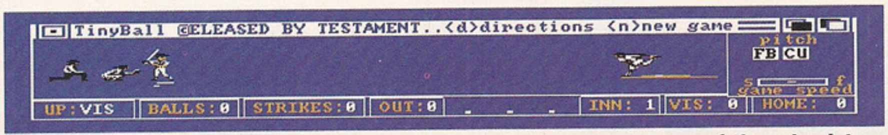
The Tampa Bay Amiga Group is still producing its excellent monthly disks. These must rank among the most easy-to-use disks available in the public domain.

This month we have: *DAnim*, an animation player similar in concept to *Vilbm* except that it plays moving pictures rather than still ones. It's a pre-release: that is it falls over occasionally.

There are a couple of new AmigaDOS commands too. DFC is a replacement for the format and diskcopy commands. NewLoadWB creates standard Workbench screens in resizeable windows – handy when you have other things working behind Workbench.

Some utilities are included as well. DIEd 2.4 is a common-or-garden text editor, while LZ is a new LZH standard archiver/extractor program. This is apparently much faster than the standard LhArca system. SnoopDOS will let you keep track of what tasks are currently running on your Amiga – handy for those systems where there's so much going on, that you're not sure of what's happening.

And of course there's a couple of games. *Enigmas* is all about code breaking, using the Enigma code system of World War II. *Tiny* is much more fun – it's a miniaturised version of baseball, which can run quite happily in part of the Workbench screen for those times when you're hanging about. It's a lot of fun.



Probably the smallest baseball game ever, Tiny ball compresses many of the rules into a very small space.

3D MASTER

SENLAC

This is not actually a fully working program, but a PD demo. Why isn't it in the demo section of the magazine? Well because *3D Master* is a ray-tracing program, and not a landscape filled with vector balls and scrolly messages.

Using the program is the usual chaos, until you've mastered the basics of working out how to draw shapes, wrap IFF surfaces onto them and so on, but the real advantage of using this program is the speed. *3D Master* is very fast at generating colourful (any Amiga graphics mode) and detailed 3D pictures.

It's a shame that you have to write away to the author (Martin F Staley) to get the full version, but most of them are there. The most grievous loss is the 'save picture' option. Still, if you want to get a cheap, fast ray tracer, give the demo a look.



CAP: Ray-traced pictures have a solid, mechanical look to them, and if you really want to get into this type of drawing, *3D Master* is for you.

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NEW RELEASES !!!!!

765 - 766 CEREBRAL DELIGHTS thanks to Nick of goldfire for this Very nice music disk.
767 AMY VS WALKER That cute little anim of the squirrel chasing the AtAt. 1 Meg
768 COTOTE 2 Very good anim of the coyote and the Road Runner. Get it. 1 Meg
770 - 771 VIVALDI FOUR SEASONS The music composed Amia style by Rob Baxter. Thanks !
772 DYNAMITE FONTS Superb IFF screen of fonts usein Dpaint. GET THESE !!!!
779 PHENOMENA ECES DEMO This is WICKED totally BRILLIANT Vectors and music
780 LASERZONE The game converted from the 64 a great little shoot-em-up
781 POWERPACKER UTILITIES Contains Powerpacker, PPmore, PPshow, PPtype Etc.
782 HAMLAB As reviewed in Format 24 for editing HAM pictures.
783 BRUNO MUSICBOX II Some cookin' trax from BRUNO Get this its good.
788 QUARTEX SUBSTANCE A new demo from Quartex, and it's MEGA !
790 BART SIMPSON MEGADEMO Great music mix plus animations. We love it !
798 SIMPSONS DEMO Another of the Simpson mania demos. Eat My shirt !!
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809 BEGINNER BENCH This is ESSENTIAL for Beginners and Pros GET IT NOW !
810 - 811 - 812 DO THE BARTMAN Three disk remix. 2 drives 1 Meg
815 PAT MUSIC III Latest in the series some BRILLIANT Music !
816 AURORA DEMO Very nice vector demo plus Dans new Anarchy intro. Brill. Thanks Mole.
818 GAMES AND UTILS Spread, Puzz, Leap, Spreadsheet and more. good.
821 PENDLE EUROPA MEGAUTILITIES 1 - Packed with 202 Utilities !!!!!
822 RAZOR 1911 Another nice utilities compilation by Razor. Popular
823 CRYSIS UTILITIES About 46 Programs to rake through.
824 DEMOLISHER UTILTIES Another Biggy - 168 Utilties - Very good.
826 CHESS, BILLIARDS, DRIP Some excellent games on this disk. Thanks Mike.
827 QED Possibly the best text editor on the amiga. Essensial Ware !
828 PD GAMES VOL II Galaxians, Missile Command, Think Ahead. Superb Games !
830 FONTS AND MARBLES Some nice fonts and some lovely marble Brushes for Dpaint.
831 TALKING COLORING BOOK This is great for kids speaks the colors to help them read as well !

UTILITIES

114 DOPE INTROMAKER Useful for creating scroll-demos with pics and music
127 - 128 TV GRAPHICS DISK 1 Good backdrops for video work, use with DPaint
179 FLEXIBASE DATABASE Simple to use Database program
330 PENDLE UTILTIES 7 A superb collection of some great utilites
331 PENDLE UTILITES 6 More Excellent stuff again compiled by Red Devil
332 PENDLE UTILTIES 5 Lots more including copiers, editors etc.
333 DARKSTAR UTILS 4 More disks compiled by Darkstar UK Excellent stuff
334 DARKSTAR UTILS 2 Utilities and more utilities about 30 on each disk
340 JAZZBENCH Neat Multitasking workbench replacement with great features
345 - 346 VIDEO APPLICATIONS 1 Collection of excellent Video fonts and some superb scrolling programs
354 SID One of the best Shareware directory utilities, Essential ware !
377 NORTH C 1.3 Latest version of the very popular C compiler
378 - 379 - 380 C MANUAL a complete manual, hints, Source code and more
401 BOOTBENCH 2.0 Programs for creating Bootblock demos. Useful for letters
434 AMIBASE Simple 8 Field database for storing and retriving records
460 ICONMANIA Supern Icon Editor plus more utilities and lots of icons
464 SOZOBAN C Compiler for the programming language plus examples.
494 ARP 1.3 The ARP library, Totally useless until you need it.
495 RIM Very complex relational database handles huge amounts of data.
496 VISICALC Very good spreadsheet program worth taking a look at.
525 D-COPY Superb Utility for backing up your PD collection.
568 RED SECTOR DEMO MAKER Preview of a superb program for making demos
588 DISKMASTER 3.0 One of the better directory Utilities. Plus other Utils
589 JOURNAL Keeps a record of of your journal entries on a cash/bank book
590 CLERK Another program for keeping track on your bank balance
591 QBASE Simple Database plus some more business application software
592 WORDWRIGHT The definitive word processor for your Amiga with SpellCheck
593 BANKIN The complete Cheque Book and Bank Management system
600 C-LIGHT RAY TRACER Commercial Ray-tracing package ! Now PD !!! GET IT !
601 ELECTROCAD PREVIEW Electronic circuit design program. Good
620 M-CAD Ray-tracer and Computer Aided design package, Also on FISH
622 CURSER BASIC COMPILER Make your AmigaBasic programs run Faster
624 ASSASINS GRAFFIX UTILS Essential utilities for the Graphics guys
670 A-GENE Geneology program for tracing your family history. 1 Meg
680 BREAFAST CLUB TOOL DISK Good collection of utils and comms s/w
690 UTILITIES COLLECTION Over 100 utilities, something for everyone.
694 SPECTRUM EMULATOR This is a joke .. Load tapes in via your sampler
695 ULTIMATE ICON EDITOR Customise your workbench with this great Util
696 FAMILY HISTORY Trace back your family name using your Amiga 1 Meg
778 VECTOR DESIGNER for filled vector objects,bobs and more.

MUSIC UTILS

603 NOISETRACKER Sequencer with MIDI and Built in Sampler Excellent
613 STARTREKKER 1.3 Sequencer, 8 Channels, MIDI, AM/FM/Sampled sounds
687 MED V3.11 Sequencer with Full MIDI, Chip/Sample sounds. Brilliant !
122 ST-90 SAMPLES DISK By Start - use with most Music Sequencers
123 ST-91 SAMPLES DISK By Start - use with most Music Sequencers
604 ST-92 SAMPLES DISK Superb Drums, basses, leadsynths, chords and more
605 ST-93 SAMPLES DISK Drums, basses, leadsynths, chords and more
118 NOISE/SOUNDTRACKER 4 Channel Sequencer with MIDI functions and more
141 SOUNDTRACKER MODULES Axel F, Doc, SLL6, SLL8 and more for use in ST
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F424 AUTOCLI Popcli prog,MED Music editor, TURBOTITLE Titling program.
F428 TRAIN CONSTRUCTION KIT, SHADOWMAKER, BCBMUSIX, WONDERSOUND
F441 DEKSID EDITOR, DISKPRINT Prints disk labels,DME Text editor
F445 MWTAPE, OPTMOUSE, TAR, TURBOTEXT DEMO
F453 LEMMINGS demo of the superb game, AMIGATRACTION, PROJMOT, QUICK

DEMOS

152 CeBIT 90 DEMO Superb demo from Red Sector, Vectors plus fab music
153 PUGGS IN SPACE Cartoon style Animation/Film Great for the Kids
164 SCOOPEX MENTAL HANGOVER The BEST ever demo. Get it for your Amiga now
251 SILENTS MEGADEMO Very well presented demo by Silents. Excellent !
252 - 253 BUDBRAIN DEMO A Superb demo with an acid house video, Jokes, a Movie, Over 18 only.
254 TRIP TO MARS A Superb Realtime 3D Vector trip. Great music too !
258 SILENTS Superb demo by silents plus more by Crusaders
426 CRIONICS NEVERWHERE Madonna demos, filled vetor worlds, Great music
440 SILENTS TROPICAL SUNSET Superb Music, more of an Intro than a demo
545 CRUSADER SPACE DELIRIA Great Crusaders quality demo music by Dr.Awesome
549 HUNT FOR THE RED OCTOBER DEMO Incredible Filled 3D Vector demo by CRB
599 BUDBRAIN 2 The're Back .. House music video,cartoons, and more. Get it
602 HORIZEN MEGADEMO Solid vectors and pumpin music.
607 IRAQ DEMO Sarcastic demo of Saddam invading Kuwait. Not really funny
610 TOTAL TRIPLE TROUBLE Move that copper .. great music, well cool FX
611 FARTS AND BELCHES Is this for real ... Sampled .. Erm ....
643 CRYPTOBURNERS 3D Get your 3D glasses and check this one out !
645 SYSTEM VIOLATION DEMO Very neat ... Classy music ... cool effects
646 MADNESS II Jolly demo by Anarchy, Great music and very well done
647 HYSTERESIS Incredible vector demo, one of the best we have seen
693 PHENOMENA - INTERSPACE As reviewed in Amiga format July Issue
707 PHENOMENA ENIGMA Totally Amazing demo with a filled vector trip
723 SHINING VECTOR EXTERMINATOR Incredible new effects never seen before
760 REBELS BOMBASTIC DEMO Very impressive 3D Scroller plus good music.
764 KREST DEMOS Nine very good demos, with a nice one by Demo Television.

MUSIC

107 THE VANGELIS DEMO Spectacular Audio visual Demo, Fantastic Music
133 CRUSADERS BACTERIA Best selling music disk 8 Superb tunes by Dr.Awesome
145 THE SOUNDS OF GNOME An oldy but Still popular even now, 46 songs
218 KEFRENS JUKEBOX Very well presented music disk with some pumpin tracks
219 TECHNOTRONIX REMIXES Pump up the Jam and Get Up. They even sing it !
223 DIGITAL CONCERT 3 A superb remix of house music 12 minutes of it !
225 DIGITAL CONCERT 5 The Power, Touch Me, Kaos, and Keep Bustin. BRILL
424 SOUND OF SILENTS A Chart topping Music disk. Eight Brilliant songs
425 DIGITAL CONCERT 6 Another in the series of Kickin' house remixes
532 CRUSADERS A few tunes .... Brill, just Brill, and more Brill ....
562 MANIACS OF NOISE Very Very impressive music from Hollands BEST Musicmen
608 GENESIS PROJECT Five Great Genesis songs covered by Crusaders. 1 Meg
621 BANGING RAVES 2 Strictly for ravers, without a doubt! Mix by DJ Sonix
628 AMIGADEUS CLASSIC MUSIC Mozart meets the Amiga. Very well composed
650 MUSIC DREAMS Twenty Fantabulous songs by Twins of Phenomena. Get it
672 - 673 SILENTS BLUES HOUSE MUSIC A This is a great music disk with lots of brill tunes plus a great lander game. Get it !
710 TURRICAN 2 MUSIC DISK Fabulous music from the game of the same name.
721 GROOVE IS IN THE HEART Remix of the chart topping song by Deelite
724 DESTINATION DOCKLANDS MUSIC Music from the Jarre concerts .
755 NIGHTSHADE MEGAMUSIC 3 Superb tracks by Nightshade. Very good
757 BLAH BLAH EXTRA Lots of mega Chris Huelsbeck music crammed on one disk.

ANIMS & PICS

106 EL-GATO ANIMATION Raved about animation of a spinning, walking cat. 1 meg
112 CX1 SPACESHIP Glass globe Animation of a spaceship zooming around. 1 Meg.
137 - 138 SILENTS SLIDES This is really good some excellent pics from calenders of girls and fantasy art.
139 REAL 3D SLIDESHOW Some amazing 3D sculpted pictures done in Real 3D
158 AGATRON SLIDESHOW 6 Superb Star Trek pics by T.Richter in HAM
172 GLAMOUR PICS Collection of glamour pics digitised. (18)
175 - 176 NEWTEK DEMO REEL 3 This needs 1 Meg and 2 Drives, but its MEGA
184 MADONNA Nude slideshow of Maddonna when she was younger. All in B/W
191 FORGOTTON REALMS Slideshow by Fraxion of Myhological Hobbit worlds
192 THE WALKER DEMO The Walker attacking the helicopter. 1 Meg
198 THE RUN Car chase animation by Tobia Richter. Very good. 1 Meg
205 AGATRON SLIDESHOW 8 More Incredible pictures by the fab Tobia Richter
206 NEWTONS CRADLE Animation, plus Jet fighter and Rocking Chair. V.Good
207 LUXO TEENAGER Animation a father and son Anglepoise lamp. Funny. 1 Meg
212 STAR TREK ANIMATIONS Five superb pieces of Ray traced animation
398 FRACTAL FLIGHT Hypercube calculated flight through a valley. 1 Meg
453 EPIC PREVIEW Preview of the game. If its this good then Buy it.
454 NIGHTBREED SLIDES Yukky slides from the horror movie spooky music
455 CAR,LOTUS,JET Three Great animations by Tobia Richter
456 STEALTHY ANIMATION Cartoony animation
457 SPACESHIP Animation of a huge ship spinning around in space. 1 Meg
458 STAR TREK MANEUVERES Superb Animation of the Enterprise. 1 Meg
474 SPACECHASE Animation of a spaceship being chased down a tunnel. 1 Meg
508 BUSY BEE Loopy animation of a crazy bee. Needs 1 Meg
575 - 576 - 578 LOST IN SPACE Animation of the TV program. 2 MB
578 - 579 - 580 STATION AT KHARN Superb Space city animation. 2MB
623 BATMAN MOVIE Neat cartoon animaton of Batman and the Joker. 1 Meg
625 NASA SLIDES 2 Slideshow of pictures of The Earth, Shuttle, etc.
627 DEMONS SLIDES 3 Some very impressive artwork by C-Dryk of demons
634 MINER Excellent sculpt ray-traced animation. 1 Meg
654 RELIANT ATTACK Animation of the Enterprise being attacked. 1 Meg
655 HUEY 2 Animation of a helicopter leaving a landing pad. 1 Meg
666 STAR TREK PINGPONG Flyby animation of two starships, Rather good. 1Meg
667 - 668 LIGHT CYCLES A The light cycles sequence from the film Tron 1MB
685 ADVANCE HAM PICS Stunning pictures with a nice funky music beat
699 AGATRON Eight unbelievable picutres of Space stations and ships
700 AGATRON ANIMS More excellent Quality Animations from T.Richter *
708 DYNAMIC HAM PICTURES Incredible pictures in 4096 colors 640x512
756 NEXT PIXILIUM Collection of Dpaint drawn pics with music to back. Good

GAMES

156 - 157 ALL NEW STAR TREK Take to the controls of the USS Enterprise
277 BOARD GAMES Collection of games Mastermind,Othello,Reversi. Tryclop
283 PSEUDO COP Shoot Em Up based around the ED-209 Character from robocop
446 BIONIX Impressive intro to a good game, difficult in parts
448 PACMAN Maze game where you must eat dots and avoid ghosts. A Classic
471 ST BASH Space invader clone, taking the mick out of the Atari ST
472 ED-209 Shoot out game, blast dogs, Batman, Turtles. Language may offend.
509 LEARN AND PLAY 1 Blackboard Maths, colorpad, Worm, Cat&Mouse, Shark
510 LEARN AND PLAY 2 StepStone, Wheel of Fortune, Flower, Puppy, Tug, SpellQuiz
571 TREASURE ISLAND Game for Kids, help the pirate find that treasure
595 BOARD,CARD,ARCADE GAMES Ratmaz, Daleks, Yatzee, Jigsaw, Cosmoriods2, Ameoba
596 COLOSSAL ADVENTURE Text adventure, also World Adventure
598 BATTLE FORCE Strategy war game against robots. Very Detailed
638 3D TETRIS Imagine a 3D version of tetris .. well this is it, very hard.
639 MOIRA Text Adventure based around the dungeons and dragons theme
669 SUBCULTURE Nice Shoot Em Up, Only 1 level but you can buy the full game
674 GAMES GALORE 1 Drip, tiles, Quix, O&X's, Ameba, Chess, Yatzee, Othello
675 GAMES GALORE 2 Welltix, Skyfight, Bouncer, Jackland, LArn, Bluemoon
676 GAMES GALORE 3 Gravatak, Asteroids, PingPong, MiniBlast, Orbit3D
677 GAMES GALORE 4 Mr Munk, Backgammon, Diplomacy, Car, Mutant, Chess, EygyptRun
678 GAMES GALORE 5 Cosmo, Cat&Mouse, Mazeman, Rollon, Trivia, Pharoah
679 GAMES GALORE 6 Tint, Jumpy, Def, ATC, C-Robots, 5inLine, King, Rats, SB
689 7 TILES What a great game ! Cross between Speedball and Kick Off
701 - 702 US STAR TREK A Strategy game where you pilot the USS Enterprise
703 WACKO IN WONDERLAND Fantastic preview of a new game. Very good
761 PD GAMES Tanx, Rollerpede, Cave Runner and Amigoids. All superb games.
762 - 763 NETHACK DISK A Dungeons and Dragons game and adventure.

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Hi Amigafreaks ! Hope you like this months Advert done on the Amiga in ProPage2 by Me. Greetings flying out to NBS, Vally, Goldstar, Virus Free, Blitterchips, Mole, 4-Mat, Dan, Kris, Telebug, Nick, Red Devil, Saga, Dave, Mark, Lee, Charli, Sue, all our customers and anyone we know !

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MEGADEMO MANIA

We've been asked recently for more megademos. So as requested here's the definitive list of the greatest. Please note: Our numbering system started at 100, so early 100 are about 2 years old!

D 001 ALCATRAZ MEGADEMO 4 (3 DISKS) Brilliant! One of the biggest.
D 002 TRIANGLE MEGADEMO Good scrolls and vectors. Bit dated now.
D 004 DARKNESS MEGADEMO Original loader, but otherwise bland.
D 008 STATIC BYTES MEGADEMO Six parts, clever stuff.
D 014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. worth a look.
D 030 CAVE MEGADEMO Certainly not one of the best. Colourful though.
D 034 BUDBRAIN MEGADEMO (2 DISKS) A classic! Not to be missed
but beware of the very risque cartoons.
D 035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
D 046 ACU MEGADEMO An early demo from Oz. They had more to learn.
D 061 POSSESSED MEGADEMO (2 DISKS) Good animated space intro
D 067 MIRAGE MEGADEMO (1 MEG) Yet another good one. Some good FX.
D 078 CRIONICS NEVERWARE (1 MEG) Famed for the brill Madonna graphic.
D 080 KATHARIS MEGADEMO From Poland! Famous X-Copy demo, plus.
D 081 INTUITION MEGADEMO Includes the flashiest ever aciid demo.
D 123 FASHION MEGADEMO Early stuff! Better was to come
D 125 DEXION MEGADEMO Underrated at the time. Old but good
D 127 SCOOPEX MEGADEMO Showed great promise of the future
D 132 ARCADIA MEGADEMO Ok I'v forgotten what it's like...try it!
D 135 REBELS MEGADEMO Excellent for its time. Good demos.
D 136 ALCATRAZ MEGADEMO Again underrated at the time but very good.
D 138 RAF MEGADEMO (2 DISKS) Still fresh after all this time!
D 140 KEFRENS MEGADEMO Collectors item? Great programming.
D 141 PHENOMENA MEGADEMO Brilliant group today, always been good.
D 146 RSI MEGADEMO (2 DISKS) An all time great! Still good today! Great music and graphics. A must!!
D 150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
D 151 DEATHSTAR MEGADEMO Brilliant cosmic explosion as intro.
D 153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
D 160 TRILOGY MEGADEMO (2 DISKS) Includes game, a classic, contains a joke, or is it a bug? You decide.
D 161 PREDATORS MEGADEMO (2 DISKS) Don't miss this one, great sound, graphics and game. Another classic.
D 162 KEFRENS MEGADEMO 8 Yet another classic! and not to be missed.
D 166 SILENTS MEGADEMO Early Silents, the brilliance is born!
D 180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
D 211 KEFRENS PYRAMIDS MEGADEMO Clever but so so
D 214 GOLDFIRE MEGADEMO Not at all bad for beginners. Nice lips!
D 223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, still good!

LATEST & GREATEST PD LIST

D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
D 186 COMA DEMO. Flashy acid demo, together with more great demos *
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 220 PAH! SIMPLE STUFF VOL 2 - NBS Demo compo inc crusaders cine fex; great
D 221 PAH! SIMPLE STUFF 3....Dragons Lair, TimeWarp demo and more
D 222 CRIONICS TOTAL DESTRUCTION (1 MEG)....Some great effects.
D 236 GOLDFIRE ULTIMATE FX....This group continues to improve!!
D 238 ANARCHY PRESENTS DEXION PARTY DEMOS 1....Recent good demos.
D 239 ANARCHY SMOKER COMPILATION....And some more!
D 240 CRUSADERS EUROCHART - JAN 91.....Now needs a disk to itself
D 241 ANGELS MEGADEMO.....Good but not mega
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!
D 243 KEFRENS - THE WALL.....Great intro! Good graffix, then so so
D 259 PHENOMENA ENIGMA Absolutely Awesome!!! Fantastic, Get it
D 260 6 OF 1 (PRISONER DEMO) Not meg but great subject for a demo.
D 261 SIMPSONS DEMO BY DECAY: Probably the best so far. (1 MEG)
D 264 ANALOGUE MEGA DEMO. Great intro and novel demo selection.
D 265 GALLOW MEGADEMO Purple Haze! Great colours, fair demos.
D 266 AURORA MEGA DEMO. Dramatic intro, good music, Ham Bobs!?
D 267 BASS MEGA DEMO. Great housey music throughout.
D 268 CHAOS ROCK A fantastic lightshow based on Fractal patterns!
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
D 272 SIMPSONS DEMO BY EQUINOX: Loadsa pics and music mix.
D 273 SIMPSONS DEMO BY FREEHAND Great slides and sounds.
D 315 UNREAL DEMO A game demo to show off some great graphics.
D 377 NEWTEK DYNAMIC HI-RES SLIDESHOW (1 MEG)...piccys from the ads.
D 380 ADDAMS FAMILY SLIDESHOW.....Collection from the cult series.
D 381 FRAXION FANTASY SLIDESHOW....Great presentation, great piccys.
D 388/9 BETTY BOO.....Doing The Do (2 disk set)
D 386 BLOODSPORT SLIDESHOW....For oriental sports fans!
D 390 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW.....Heavy!.
D 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
D 441 INVISIBLE WORLD SLIDESHOW. See it and itch. Micro bugs
D 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
D 546 AGATRON ANIM 10... Enterprise leaving dock. Superb (1 MEG)
D 547 STEVE'S ANIM No 1...Some super little anims. Have a look.
D 548 STEVE'S ANIM No 2...More cute little anims. I love 'em.
D 549 AGATRON ANIM FLEET MANOEUVRE (1 MEG)...Tobias best yet. Very impressive.
D 555 BATMAN THE MOVIE ANIMATION (1 MEG)....Good funny cartoon
D 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG). .Ray traced anims.
D 560 CAR & UNICYCLE ANIMATION (1 MEG)....Brill anim, a must for fans!
D 561 STEVE'S ANIMS 3 (1 MEG)....More of these cute litte anims
D 562 STEVE'S ANIMS 4 (1 MEG)....From Steve Packer.. (as featured
D 563 STEVE'S ANIMS 5 (1 MEG)...briefly in this magazine)
D 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
D 565 RGB & FOCUS (1 MEG)....The famous 'stretching nose' animation!
D 570/1 TRON ANIMATION (1 MEG 2 DISKS) Great anim based upon the film
D 572 FRANKLYN THE FLY (1 MEG)...Simple but effective and funny..
D 607 WINGS ANIMATION. Brilliant stuff and long too! (1 MEG)Good
D 573 TOO MUCH 3D (1 MEG)....The spaceship flies out of the screen!
D 576 IRAQ DEMO Amusing animation of what might have been
D 577 MORE AEROTOONS More in the series of Stealthy cartoons
D 578 ROBOCOP ANIMATION You have 15 seconds to comply etc. In colour
D 579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
D 582 BATTLE CHESS DEMO Great game demo (even if you cannot play chess)
X 110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

POWER DEMOS (All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 005/6/7 LOST IN SPACE (2 MEG 3 DISKS)
P 008/9 THE SENTINAL (3 MEG 2 DISKS)
P 019/20 VAUX KILLER (2.5 MEG 2 DISKS) ...OK but not brill anim
P 021-026 UPGRADE (1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
P 010/11 HEADKICK ANIM (2 MEG 2 DISKS plus HARD-DRIVE)
P 012/3/4 STATION AT KHERN (2 MEG 3 DISKS)
P 030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 MEG, 2 DISKS)
P 032/3/4 BUZZED Great Ray traced anim (2 MEG, 3 DISKS)
P 035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 MEG, 4 DISKS)

MUSIC

M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 070 CRUSADERS BACTERIA Stunning sound and graphics.
M 170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
M 197 GROOVE IS IN THE HEART....Good re-mix of chart hit.
M 200/1/2 SAE AMAZING TUNES 2 (3 DISKS 1 MEG)...Superb!
M 212 MAG FIELDS CHIP FESTIVAL....Another huge collection.
M 216/7 RAF MEGA MIX 2 (2 DISK SET)....Good quality music mix.
M 226 DYNAMITE BEATS 4...Another very classy music disk from MAX
M 230 DEXION PARTY MUSIC AND PICCYS....A good disk as always
M 232 ALCATRAZ MUZIC......Classy presentation, 3 good tracks!!!
M 269 ALCATRAZ MORE THAN MUSIC. Superb, thought slightly bugged.

UTILITIES

U 103 ULTIMATE VIRUS KILLER..Updated now knows 105 viruses
U 220 SID-THE ULTIMATE CLI UTILITY...That's what it says!
U 222 NBS SPEEDBENCH A faster loading workbench, plus some handy utilities.
U 225 AMIBASE A good database. Start a disk catalogue now.
U 226 RAZOR TOOLDISK A comprehensive set of mixed utilities, inc Virus Killers, copier, disk fixers. Not all for novices!
U 233 UEDIT Good Public Domain Wordprocessor.
U 267 ELECTROCAD DEMO (1 MEG) Circuit diagram design tool. No save in demo.
U 280 LABEL PRINTER... Helps print your custom labels.
U 283 SLIDESHOW CONSTRUCTION KIT.... Put your digi piccy in a slideshow.
U 306-U312 Clip Art...Collection of clip art for DTP etc.
U 505 to U508 SOUNDTRACKER SAMPLE DISKS....Instrument disks.
U 509 SOUNDTRACKER SAMPLE DISK (BEATS BREAKS)...Great for house tracks!

GAMES

G 107 STAR TREK GAME Good graphic adventure, Best with 1 meg (2 disks)
G 109 BLIZZARD Good horizontal Shoot 'em Up.
G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 137 THE TURN and TRICKY A couple of good puzzle games by Peter Handel.
G 138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
G 141 MAYHEM GAME FROM ENSIGNIA...Spaceship in caverns, tricky but addictive
G 142 PD GAMES COMPO 3....Great Pacman plus 2 others.
G 143 JEOPARDY (1 MEG)....Version of the board game Risk!
G 152 PD GAMES COMPO 9....Battlemech, Bullrun (Battle Sim) and more
G 154 BATTLEFORCE (1 MEG)....Strategy battle game.
G 155 SUBCULTURE GAME DEMO..."Privateware' Level 1 of a good horizontal silky smooth, machine coded, scrolling shoot em up. If you like the game, buy from author!
G 159 ANTEP (1 MEG)....RPG also SLOTS, a good car chase game.
G 170 MEGABALL. The ultimate PD Breakout game?
G 171 ZEUS Simple but addictive puzzle game. Great.
G 197 NBS GREAT GAMES VOL 3... Super new games
G 198 PATIENCE CARD GAMES..Superb games and graphics

EDUCATION

E 006/7 LEARN AND PLAY....Games plus maths and words (kids aged 5+)
E 008 TALKING COLOURING BOOK.....Draw the pictures then colour them

FISH, T-BAG, AND GLAMOUR DISKS

We now hold all fish disks up to 490. The FISH AQUARIUM catalogue has been updated to include all the new disks. Although most of the programs are technical there are some great games and animations hidden away, we thoroughly recommend looking through the catalogue disk. We have all T-BAG disks up to 49.

GLAMOUR DISKS: We have an excellent collection of over 50 disks, demos and slides. Please remember you have to include a signed statement saying you are 18 or over to obtain these disks.

*** Compilation disks which contain other demos requiring 1 Meg of memory.**

NBS PD UPDATE 7 WILL BE AVAILABLE SOON. Recent existing customers will be mailed their copy free, to secure yours, just send in a stamped self-addressed envelope.

AMOS

Please note all AMOS PD is £1.50 per disk. This is a selected list of the very best of the new AMOS Public Domain. All disks DO NOT require AMOS to run!!!

A 100	(DEMO)	Amos Demo 2
A 102	(GAME)	Chainsaw Death (1 MEG)
A 103/4	(GAME)	Pick Up A Puzzle (2 DISKS 1 MEG)
A 105/6	(GAME)	Picture It (2 DISKS, 1 MEG)
A 109	(DEMO)	Birds of Prey Picture Show
A 110	(GAME)	Cross Fire (1 MEG)
A 115	(GAME)	Balloonacy (1 MEG)
A 123	(GAME)	Deadline (1 MEG)
A 124	(DEMO)	Bob Maniacs by Syntex
A 130	(GAME)	The Wooden Ball (1 MEG)
A 131	(DEMO)	Armageddon Demo by Syntex (1 MEG)
A 132	(UTIL)	FAMILY HISTORY DATABSE (1 MEG)
A 137	(GAME)	Tile Trail
A 135	(EDUC)	Simon and Space Maths
A 143	(DEMO)	CYbernetics Demo (1 meg)
A 146	(GAME)	Fruit Machine & Fruit Crush
A 160	(QUIZ)	Amos Quizmaster (1 MEG)
A 162	(UTIL)	Sound Samples 10. Clapping, creaks etc.
A 166	(GAME)	Pick-up a Puzzle Data Disk 2 (Needs A103)
A 167	(GAME)	Jigmania Data Disk. (Needs L013)
A 175	(GAME)	Frantix & Mutant Zombie Psycho Pigs! (1MEG)
A 176	(UTIL)	Database Master (1 MEG)
A 178	(GAME)	Mastermind & Pair Up. (1 MEG)
A 180/1	(GAME)	Dungeon Delver. (2 Disks 1 MEG)
A 182/3	(GAME)	Pixie Kingdom (2 Disks 1 MEG)

AMOS LICENSEWARE

All disks cost £3.50, which includes contribution to the programmer.

L 001	(ART)*	Colouring Book (1 MEG)
L 004	(GAME)*	Thingamajig (1 MEG)
L 005	(GAME)*	Jungle Bungle (1 MEG)
L 006	(GAME)	Pukado (1 MEG)
L 007	(GAME)	4 Way Lynx (1 MEG)
L 008	(EDUC)*	Work and Play (1 MEG)
L 009	(PROG)	Amos Assembler
L 010	(EDUC)*	The Word Factory (1 MEG)
L 011	(GAME)	Go-Getter (1 MEG)
L 012	(GAME)	Hypnotic Land (1 MEG)
L 013	(GAME)	Jigmania (1 MEG)
L 014	(EDUC)*	Play It Safe (1 MEG)
L 015	(GAME)*	Shapes and Colours (1 MEG)
L 016	(GAME)	Reversi 2 (1 MEG)
L 017	(GAME)	Dogfight (1 MEG)
L 018	(GAME)	Touchstone (1 MEG)
L 019	(GAME)	X IT 50 Excellent game (1 MEG)
L 020	(UTIL)	Wordy Word processor!
L 021	(QUIZ)	Quingo 3000 questions! (1 MEG)

ALL LATEST AMOS LICENSEWARE NOW IN STOCK
ALL DISKS MARKED * ARE PRIMARILY WRITTEN FOR CHILDREN

L 501 LC10 Fonts (NBS LICENSEWARE)

NBS COMMERCIAL SOFTWARE

As we now have a retail outlet we have a full range of software for ALL computers, plus blank disks, joysticks, cables, etc. Typically all software prices are 20% off RRP plus one free PD with games up to £10.00 and 2 up to £20.00 etc (Mail order only)
Please ring for latest info.
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PLEASE MAKE CHEQUES/PO PAYABLE TO NBS AND SEND TO: NBS, 1 CHAIN LANE, NEWPORT, ISLE OF WIGHT PO30 5QA.
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FAX (0983) 821599

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All used postage stamps donated to 'Guide Dogs for the Blind'

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Access

PLEASE NOTE NEW PRICE FOR PUBLIC DOMAIN SOFTWARE

VISA

NBS PUBLIC DOMAIN £1.25
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AMOS LICENCEWARE £3.50

Price is per disk NOT per Title

PLEASE REMEMBER TO ADD 50P PER ORDER TOWARDS POSTAGE AND PACKING.

SPECIAL OFFER! ONE DISK FREE WITH EVERY 10 ORDERED AND POSTAGE FREE

JUST AS THE DEAD CANNOT BE REVIVED WHAT IS LOST CAN NEVER BE RE-GAINED PAST GLORY CANNOT BE BOUGHT OR RE-LIVED...ONLY REMEMBERED

NBS NBS NBS NBS NBS NBS NBS NBS

MED V3.11B, OCTOMED

AMIGANUTS

So, you were wondering what happened to the new, even better than version 3.00, *MED?* What happened next was version 3.10, but then the bugs appeared and if you ask for version 3.10, you will get version 3.11b. There's really not a lot that's new, to tell the truth. It just all behaves a bit more reliably. It's good to see Teijo Kinnunen continuing to work on his PD creation.

What's not so good is *OctoMED*, the eight channel PD music editor. It can produce some excellent noises as well as multitask, and works with accelerator cards and so on, but it is not in fact PD but Licenseware. So I'm afraid you can't just go giving copies away to whoever you want.

OctoMED works by dynamically mixing the samples, and then playing them through the usual four channels. It's quite good with a standard Amiga – with a faster processor. It works just as well as any other music editor, except it's got all the usual MED features – MIDI support, sample editing within the program, synthesised sounds to save on memory, and much more.

ACC ASSEMBLER V1

AMIGANUTS

ACC is the Amiga Coders Club, and it has a tutorial/club disk out in the domain every month or so. ACC is a text editor for programmers. Confused? Read on.

This disk has a complete inventory of tools for programming in machine code. They include the A68K PD assembler, Blink linker program, Data2Obj and ConvertFD program – and this combination will happily assemble source files.

The problem is you need to write the programs first. This isn't a problem in itself, but to really use the system you need to be quite good at using the Shell or CLI, to get all the commands to work properly.

To sort this problem out, Mark Meany (responsible for the other disks in the ACC series) wrote ACC, which lets you edit the source and run the other programs as simply as possible – a PD programming system, rather than just a motley collection. If you're interested in assembly language programming on a low budget, then give this disk (and the other ACC disks) a try – it may not be as fast as *ArgAsm* or as comprehensive as *Devpac II*, but it works.

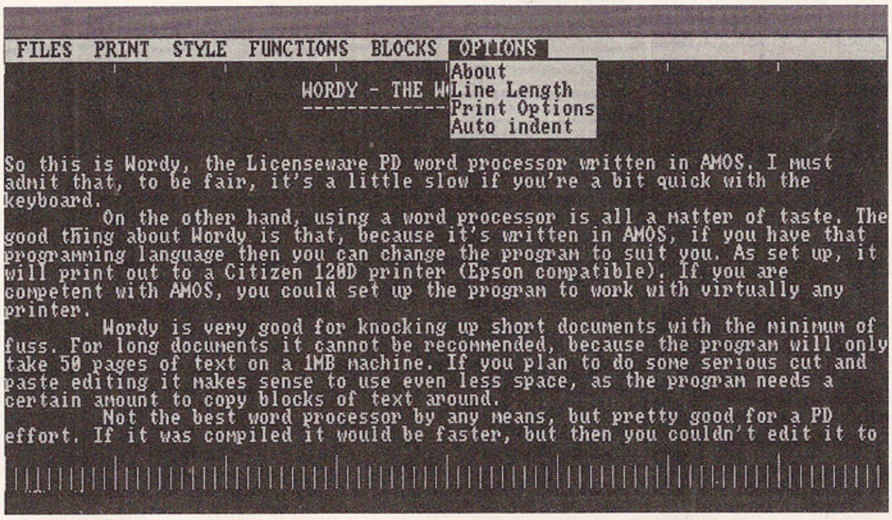
WORDY

AMOS LPD20

Wordy **is another text editor/mini word processor but it has one main difference: it's written with AMOS basic: so you can load it in to AMOS and alter it to suit your tastes. The author (D Pearl) has an Epson compatible printer, but if you know enough about your printer and AMOS you can set it up to work with just about any printer.**

Even if you're not a programmer *Wordy* has some cute features. It automatically checks whether or not you have an unexpanded machine or not, and loads in the correct version. 512K Amigas can hold about 12 pages of text, while 1MB machines can have about 50 pages.

Most of the options are available from the menu bar, although if you want to centre text or push it to a margin a key press will do. The program doesn't have many hot keys, so you have to use the mouse for mostly everything. A simple word processor, but good enough for the odd letter or simple document.



As word processors go *Wordy* is nothing special, but it's ideal for the odd small document. AMOS programmers can really get into it.

MEGABALL

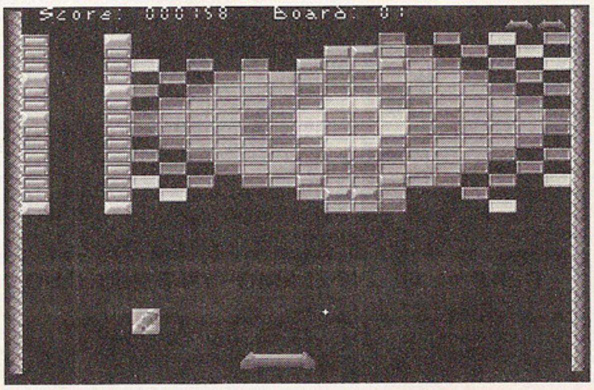
CRAZY JOES 1539

Breakout is still a popular PD game. There must be dozens of versions, but this one has all the features you would expect plus something sadly lacking in many others – speed.

The bat is mouse controlled, and can zip from one side of the screen to the other. The idea of the game (in case you don't know) is to wipe out all the bricks on each level by knocking the ball around the screen.

Sometimes tokens float down the screen, these have various effects when collected, including: lose a life, move to the next level, laser fire, move all the blocks down (slow but very nasty) and various ball effects – magnetic, slow down, speed up, random angle plus others.

Megaball plays very well. The only slightly abberant factor is the ball – this wobbles about sometimes. Mind you, it just makes the game that bit more random and enjoyable. I love it.



Nothing original in concept, *Megaball* is an extremely fast version of *Breakout*.

CONTACT LIST

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CRAZY JOE'S, 145 Effingham St, Rotherham, S65 1BL, 0709 829286
SENLAC, Unit 6, West Hill Arcade, George Street, Hastings, East Sussex, TN35 1BN, 0424 445498
SOFTVILLE, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants, PO7 7XN, 0705 266509

TOP TEN UTILITIES

NEW WAVE PD LIBRARY

1. ProTracker V1.1b
2. Red Sector Demo Maker
3. Protocol Virus Killer
4. Alpha Flight Modem Utilities
5. Relax Utilities 2
6. Hypnosis Utilities Disk
7. M-CAD
8. C-Light
9. ST Emulator
10. Spectrum Emulator plus games

Public Dominator, Amiga Software –

What is Public Domain?

Public Domain Software is simply software that is allowed to be copied freely, since the authors have decided to share their programs with all users. For this reason software can be grouped together on disks which are sold at an equal price depending on how many you buy. When you buy any of the disks on this page you may copy and give them to anyone! Each disk has a code number which is denoted with this symbol - •- what follows the code number is a brief discription of what is on the disk. All the programs are fully working and most come with documentation on the disk. We will also give as much support as is reasonable.

FONTS

•PDOM53 - Fonts! 12 fonts: Black Shadow, White Shadow, Avant Garde, Palo Alco, Basel, Monaco, Piegnot, Aldous, Celtic, Geneva and Rangers. All ready to use DPaint compatible fonts.
•PDOM54 - Fonts! 14 fonts: Lineal, Bubbles, Ham, Courier, Vancouver, SanFran, Future, Premiere, Hollywood, Broadway, Camelot, Stencil, Park Avenue and Los Angeles. DPaint compatible.
•PDOM55 - Fonts! 14 fonts: Santiago, Microsoft, Silicon, Swansong, Helvetica, Mahattan, Bookman,Akashi, Times, Tiny, Boxie, Longl, Andover and Pica. DPaint compatible.
•PSFF1 - Fletcher Font Pack 1 contains 66 MULTI COLOURED IFF fonts on 6 disks for £15.00. All fonts are suitable for DPaint or any program that uses IFF fonts.
•TBAG29 - ShowFont V3.3 shows all 256 characters in a given font.

APPLICATION

•AMP1 - Home Business Pack : UEdit the easy to use wordprocessor, Visicalc and VC 2 spreadsheets, RIM and Jbase databases and Amiga Spell the spell checker etc. 3 disks only £7.50!
•FFISH195 - Micro Emacs V3.10 the text editor which is very comprehensive.
•FFISH254 - UEdit v2.5a the wordprocessor
•FFISH143 - RIM V5.0 is a fully relational database.
•FFISH328 - AnalytiCalc V24-01a is a full featured system for numerical analysis and reporting (a spreadsheet).
•FFISH93 - Dme V1.27 and MicroEmacs V3.8i the text editors.

TELECOMMUNICATIONS

•PDOM416 - NComm V1.9 communications program THE only disk you will need, got a modem? Then this is your disk.
•PDOM59 -Ameteur Radio Disk: StarTerm V3.0, P81 and P10272 packet terminal programs, TA Term V5.0, a HAM Database for the Amiga Amateur Radio Group, Morse Code, Satellite Tracking and loads of HAM utilities. A must for serious HAM user.
•AMICUS17 - Aterm V7.2, VT-100 V2.6 VTek V2.3.1, Amiga Host V0.9 for CompuServe.
•APDC21 - Comm V1.34, Wombat V3.01, Handshake V1.20a C-Kermit.
•SLIPDISK31 - StarTerm V3.0 full features terminal prog, VT100 V2.0, Comm V1.3, AHost V0.9.
•FAUG62 - Access V2.6 comms package.
•FAUG99 - TAG the BBS.
• FFISH 172 - HandShake V2.12a is a fully featured VT52/100/102/220 terminal emulator.
• FFISH 275 - VT100 v2.9 includes Kermit and Xmodem.

NEW AMIGA USERS

•AMP4 - Starter Utility Pack: This pack was compiled with the new Amiga user in mind, to enable them to get just about all the utilities that you may ever need, plus a wordprocessor and a database! Each disk in the pack automatically takes you into the friendly Work Bench enviroment, all the programs are icon driven and have any necessary documentation. The pack includes: The four main file compressors used on the Amiga - ARC, LHARC, Zoo and Power Packer, Dir Work the friendly enviroment that allows many of the CLI commands to be executed at the click of your mouse, Text Reader allows you to execute text on screen as a CLI command using your mouse, DFC2 the multi tasking disk copier, All the AmigaDOS Replacement Project commands, Virus X the virus detector and destroyer, Icon Meister the excellent icon editor, Comm the communications package, MachII the mouse accelerator, Disk Storage Deluxe displays information about disk drives, Disk Salv attempts to salvage data from damaged disks, New Zap the sector editor, Safe Boot the boot sector database and others. Also UEdit the wordprocessor, Amiga Spell the spell checker and JBase the excellent database.
All this is available on 3 disks only from Public Dominator for the mega price of £7.50!

UTILITY

NOTE: We have chosen the best disks with the latest versions of utilities to feature in this advert, however many more files and utilities are featured in these and other disks but are not detailed here; FULL details are to be found on our DiskCat for £1.00.
Our DiskCat has a fast search option for ease of use.
•FFISH366 - PrintStudio V1.2 print any text file in many styles, print part of or a whole picture, screen or window, also control printer and much more.
•FFISH362 - ArchEdge V1.5 a shell setup for ARC, ZOO, LHARC.
•TBAG3 - Disk Cat the disk cataloguer.
•TBAG4 - DirUtil 5 the disk manager.
•TBAG6 - Biorhythms the life cycles program, Blitz Fonts speeds up fonts.
•TBAG9 - FastMem toggles on/off Expansion, FuncKey assign text to F1-F10, Word Count the number of words in a file.
•TBAG10 - AutoPic2 shows all (.PIC .HAM) in directory.
•TBAG13 - StepRate change step rate of disk drive.
•TBAG16 - CLI Wizard V1.2 mouse operated CLI. Introducer DIY demo with your own picture, text and sound! Planet will wrap a flat IFF picture into a sphere.
•TBAG17 - Database Wizard V1.1 name & address database for 400 records.
•TBAG18 - BIG is a screen magnifier. DoTil V3.4 the directory utility.
•TBAG19 - Pyro a screen blanker shows a fireworks display.
•TBAG20 - Brush2Icon turns a brush or picture into an icon.
•TBAG21 - VScreeen allow screens to be larger than the physical one, also lots of window utils: WSize, WMove, WMax.
•TBAG23 - Crunch2 archive a program but still executable. Hermit saves screen at keystroke. using hot keys. Pointer Animator 15 colours animated pointers. ScreenX V2.2.
•TBAG24 - ClickDOS V2.04 directory lister. QView V1.0 text file viewer.
•TBAG26 - Daisy Wheel IFF picture file printer.
•TBAG30 - MyMenu create your own menu on WB to run any commands. Icon Meister V1.4 THE Icon editor. Disk Storage Deluxe V1.10 shows details of ALL mounted devices.
•TBAG38 - MadSizer allows you to size a window from any corner. Display V3.29 an anim displayer for ANIM 3,4 and 5, Hash and IFF in any resolution.
•FFISH342 - IE V1.0 is an icon editor which can create and modify icons upto 640x200 pixels.
•PDOM278 - LHARCa V0.99a data compression program that is 100% compatible with MSDOS LHARCV1.13c.
•PDOM279 - European Software Agency Utility 1: Amiga ToolV1.5, Boot DIntro V1.0, BootGenerator V1.5, BootLeg V2.1, Character Editor V1.0,Coder Board V4.0, Cosaque V1.1, DCopyII, Deluxe Presed V2.0, BlockV1.3, Font Ripper, Guru Maker V1.0, ISCAmiga v1.5, Memory Searcher V1.0, Menu Maker v1.0, No1Setracker V1.0, Power Utility V2.0, PowerPacker V2.3a, PPMoreV1.2, Pseudo Ops. Save IFF, Scanner V2.0,Scroll Maker 2, Seek Destroy V1.0, Seka Source Rescuer, StartupCoder V1.0, Structure HunterV1.0, Time Cruncher V1.1, TVField Writer V1.1, Vector Check V1.0, View Boot V1.01, Virus Expert V1.4, Virus Slayer V1.0, VirusKiller V3.10.
•PDOM280 - The Champions Total Utilies Vol 1: Boot Generator, Boot Girl, Bootmaker, BootWriter, Character Editor, Demo Maker, DiskX v2.2, Flash Ripper, Font Ripper, Guru Maker, Guru Master, Icon Master, Make A Menu, NoiseTracker, Power Packer V2.3b, PPMore, PPShow,Sceneray, Graphics Searcher, SetKey, Slide Show Maker, Time Set, Tristar Virus Killer and TxED.
•FFISH163 - MachII V2.4c features: configurable, your help screen, mouse accelerator, PopCLI, Screen Blanker, Mouse OFF, SunMouse (activates a window by placing mouse it), Click To Front (bring window to front by clicking on it), Cycle (move a window or screen to back with left then right mouse button click), Window and Screen Shuffler, CLock, Alarm, Beeper etc.
•FAUG50 - Short Cut allows you to allocate text to a single key stroke thus CLI commands are easier to type.
•PDOM141 - ICONS!: Draw Icons, Tool Icons and Disk icons. Includes software to edit.
•PDOM276 - Amivision Utility Disk 4: Virus X4, Zero Virus, Kill Da Virus3, PCopy, VCheck, Sectorama, FFormat v1.1, Pseudo Virus Killer 2, Boot Intro.
•PDOM300 - The Master Virus Killer V1.9. Recognises 105 viruses, a full list is on our DiskCat.
•PDOM277 - Dark Star Virus and Crunchers 2: BS9 KillerX, Kill'Em, Lamer Destroyer, Pseudo Ops, Killer and Seek & Destroy virus killers. Byte Killer, Crunch Master, Data Cruncher, DefJam Cruncher, Crunch IFF Pics with shower, DPaint Unpack, DragPack, Flash Packer, HQC, ISC, Master Crunch, Mega Crunch, Power Pack, RSI Cruncher and Super Cruncher.
•TBAG31 - ShoWiz V2.0 show ANY picture with or without a script, 1 picture or several disks full, also play a music file in the background! Also show text files in any colour!
•FFISH105 - Record-Replay V2.0 allows you to record and play back mouse and keyboard sequences.
•PDOM62 -The Public Dominator Anti Virus Disk: Virus X V4.1, VCheck V1.2 (for memory), VCheck V1.9 (for disk drives), ZeroVirus V1.3 the fully integrated virus detector and killer. Also BootBlock Champion the utility and information on boot blocks.
•PDOM93 -ARP v1.3. The AmigaDOS Replacement Project includes text manual files.
•FFISH228 - Jazz Bench V0.8 is a multitasking WB replacement.
•FFISH229 - Alarming Clock.
•FFISH246 - NoClick V3.6 stops drives clicking when no disk entered. LabelPrint v2.5b disk label printer.
•FFISH251 - DiskSalv v1.42. DiskSpeed v1.0 test disk speed.
•FFISH286 - FastDisk a disk Optimiser.
•FFISH290 - XIcon execute CLI commands from a script clicking an icon.
•FFISH338 - SID V1.06 is a very comprehensive direct utility.
•PDOM304 - MessyDOS handles MSDOS formatted di exactly the same way as you use files on native AmigaD disks. Fully functional, read/write version.
•FFISH325 - Batchman V1.1 is a program that allows the u to execute CLI programs and batch files simply by clicking a gadget.
•FFISH304 - Verify V1.2 Walks a directory hierarchy reading files, reporting any files that can't be entirely read.
•FFISH243 - ImageLab V2.2 is an IFF pictures manipula NoClick V3.5 stops the disk drive clicking if there is no dis thedrive. PassWord V1.21p you specify the password for y systemsecurity. Pcopy V2.0 the excellent disk copier. SimC adds a 2 or 4 colour picture to your WB screen.
•FFISH360 - UUCP V1.06D. An implementation of uucp for Amiga, including mail and news.
•FFISH244 - BBChampion V3.1 load, save and analy bootblocks. BootIntro V1.2 you specify The headline text of u 44 characters and the scrolling text of upto 300.
•FFISH279 - MRBackup v3.3d the hard disk backup utility.
•FFISH300 -TitleGen v1.6 excellent script language t creates scrolling text on screen in any font and upto 500 lin long!
•FFISH213 - 300 8 colour program icons!
•FFISH168 & •FFISH169 - Matt Dillion disk special incluc loads of utilities and source: Config V1.0, Clock V1.0, D V1.31,DMouse V1.1, Backup V2.01, SUPLIB, LIBREF, DRES V DASMV2.11,FILES V1.2, SHELL V2.1, FINDIT V1.0, LIBS V SCATV1.0, ADDCR V1.0, REMCR V1.0 & CMP V1.0You ne both disks.
•FAUG41 - ARC V0.2 compatible with MSDOS ARC V5.0.
•AMICUS22 - Printer Driver Generator V2.3.
•FFISH258 - DMouse v1.2 is a versatile program t includesscreen/mouse blanker, auto window activator, mou accelerator,popcli, pop window to front, push to back etc.
•FFISH131 - DFC is a disk copier that multi-tasks.
•APDC15 - Icon utilities: full of icon files and creators. So animated!
•APDC18 - Floppy Disk Utils: Quick Copy V1.0, Disk Mapp DiskSalvage, Virus check, System Utils: Blitz V1.0 text edi TimeSet,ACalc calculator Amiga Monitor V1.1, MeM Grab fa memorygrabber. Directory Master V1.1.

EDUCATION

•AMP5 - Suitable for 8's and over features: 2 excellent m drawing programs choose the Earth coordinates & it will dra the map allowing you to enter text and print or save. Evo follov the Evolution of life with skulls and maps etc. Chemistry eleme periodic table simply click on the chemical and a windc appears showing every detail on that chemical including picture of the crystal structure. Unit conversion is a progra that allows you to choose all types of unit i.e. length, tim weight, speed etc. and then do conversions and compariso within them e.g. Feet to millimetres a very comprehensi program. German Language will teach the basics of the Germ langauge. Tutor is a speak and spell tutor. Also includes Stuc Aid Card, Hermes Formula, Cloud, The Weather, GEO TIm Gravity Simulator, Func2D, Gravity Well, Air Foil, Wave Mak and others. A 5 disk pack for £12.50!
•AMP6 - A new 5 disk educational pack from the AMC Licenseware Product library. More suitable for under 8 Colouring Book a good colouring book for young childr features excellent graphics, Arc Angels Maths good mat program for children that includes graphics to aid learnir Thinga Majig puzzle program with 24 puzzles to choose fro Work and Play (1MB). 3 excellent educational progran Funtimes table and Let's go shopping are 2 maths progran and Click Clock teaches children to tell the time. The Wo Factory, very good game enviroment for teaching spelling.
All this only £17.50! Note: AMOS is NOT required for this pack

MUSIC

•AMP11 - 5 disk pack of Sonix files & player for £12.50!
•AMP23 - 5 disk pack of SoundTracker V3 & files £12.50!
•PDOM281 - Oktalyzer V1.1 the music composer.
•PDOM285 - GAME MUSIC CREATOR Supports MIDI.
• PDOM 299 - MED V3.00 the music editor with MIDI.

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• PDOM 378 - Swantti of Midnight Sun Mozziax collection II: Music Editor 2, Noize Tracker 2 and 2.1, Oktalyzer, Fraxion Ripper, IntuiTracker, Disk Master 3.
• PDOM 406 - Triàngle 3532 Tracker Disk V1.0: Noise Tracker 1.1, 1.2, 2.0, Star Trekker 1, Destiny 7 ripper, Fraxion Ripper, Mega Sound Tracker 2.4, Multi Ripper 1.2, Sargon ripper 1.8, Titanics Ripper 1.1, Noise Player 3, Intuitracker 1.1, Preset editor, No Ripper, Sample selctor, sound convertor.

GAMES

Both our games packs are auto booting, menu driven, very easy to use disk packs.
•AMP8 - Game Pack 1: Clue as in Cluedo, Othello, Klondike, Canfield and Cribbage, Backgammon, Yachtc, TVision, MissleCommand, Cosmo 2 and 3D Breakout, Empire, Gravity Wars,Hanoi, Hockey, Blockoff, Jackland, Othello Master and Pacman.A 3 disk pack for £7.50!
•AMP22 - Game Pack 2: Amoeba space invaders, CosmoRoids, Stone Age a Boulder Dash type, Back Gammon, Chain Reaction, Master Mind, Reversi, Black Jack, CrazyEights, Klondike, Jig Saw, Keno, Daleks and Ratmaze,Monopoly and Escape From Jovi
V3.0. 3 disks for £7.50!
•PDOM283 - Callisto 1.01 Very tough space strategy game, Daleks 0.30, Pontoon, Puzz1.0 and World and Zerg 2 adventures.
•PSL1 - Space Blob a brilliant platform cavern game.
•PSL2 - Mr Dig, help Mr Dig collect the apples and kill the monsters. Requires 1MB.
•PSL3 - Q-Boid shoot blocks at the various random shapes decending on you, a Tetris variant.
•PSL4 - Computer Conflict excellent speech and graphics in this all action arcade game!
•ALP5 - Jungle Bungle. Requires 1MB RAM. £3.50
•ALP6 - Pukadu the game where you have to move the bug around the screen eating the tiles as you go, and Sprites 600 for you to use in your AMOS programs. £5.50
•ALP7 - 4 way Lynx the puzzle game. Requires 1MB RAM. £3.50.
•ALP11 - Go Getter. Excellent game where you have to move your ball around the course by predicting if the next number in a series will be higher or lower, excellent graphics and sound. Requires 1MB RAM. £3.50.
•AMUSE13 - Bull Run an American civil war strategy game and Gravity Attack a very good arcade game.
•AMUSE14 - Battle Mech a strategy war game between robots.
•AMUSE15 - Rocker a Lunar Lander type game, Shiva the game of Life, Cycles is a Tron light cycles type game.
•FFISH63 - Larn the adventure.
•AMUSE17 - Cosmoroids an asteroids game, Tunnel Vision a graphical maze game seen from within the maze. Triclop invasion and 3D breakout that requires 3D glasses.
•AMUSE19 - Conquest the interstellar exploration game, The game of LIFE, Mile Stone the board game, Monopoly, and Trek 3 a Star Trek battle simulator.
•APDC3 - Monopoly, BackGammon, Brickout, Klondike.
•APDC4 - Tunnel Vision, Othello, Canfield, Dogstar.
•APDC8 - Shanghai, Light cycles, Othello, Life3, Conquest.
•FAUG18 - Tunnel Vision the great maze game.
•FAUG27 - Klondike the card game and Triclops the 3D planet defend game.
•FAUG30 - Hack the adventure V1.0.1E.
•FAUG52 - PACMAN 87.
•FFISH194 - Moria V3.0 the single player dungeon simulationadventure game. 1MB.
•FFISH273 - BattleForce v3.61 game.
•FFISH336 - Car V2.0 is a racing game.
•FFISH357 - Empire V2.1w is a multiplayer game of exploration, economics and war.
•FFISH62 - HACK the adventure.
•FFISH63 - LARN the adventure.
•PDOM77 - Paranoid the breakout type game.
•PDOM90 - Tennis! 1MB.
•PDOM79 & •PDOM80 & •PDOM81 - Star Trek 3 disk game by Twisted Images. 1MB. External Drive Required.
•PDOM215 & •PDOM216 - The Star Trek 2 disk game by AGATRON. Excellent animated graphic game. Brilliant game play move about the ship into all the different departments, warp speed around the universe and battle with the enemy.
•PDOM233 - The Holy Grail Adventure. 1MB. Excellent.
•PDOM234 - The Golden Fleece Adventure.

GRAPHICS

Both our graphic packs are auto booting, Work Bench driven, very easy to use disk packs.
•AMP3 Graphics Pack 1: Rot 3D a 3D drawing package, VDraw a good painting program, RayTracer, MCAD the Computer Aided Design package that works in high resolution, plus utilities: convert PrintShop to IFF, ClipIt clip any part of the screen and save as an IFF picture, HAMEdit a HAM picture editor, Window Print II will print any selected window, Show Print II will Show and/or print any IFF picture, Ushow and Autopic are 2 picture slide showers, Icon utilities: Iconize (a window), IFF2Icon and Brush2Icon converters. IFF2PCS will take an IFF picture and make it a puzzle, Filter Pix the image processing program for use with Digi View lo-res B+W pictures. A 3 disk pack for £7.50.
•AMP21 Graphics Pack 2: MSE the Mandel Brot Explorer, DBW render the ray tracing utility, FBM the image manipulation library (see disk FFISH334 below for details), ST2IFF converts Atari ST pictures to IFF, NGI allows you to read, view and reformat ILBM pictures. Pop Colours change to colour pallette on the go, DPslide, SeeILBM, Show, ShowHAM the picture showers, MACView display and convert MAC pictures to IFF, HAMEditor, IFF2Exec makes an IFF picture showable by a double click of the mouse, Some picture printers and icon utilities: Bruch2C and Brush2Icon convertors. Also some light synthesizers: Viz, Polygon and Kal. A 3 disk pack for £7.50.
•FFISH359 - ABridge An interim solution to Anim-5 incompatability problems. Identifies the origin of an Anim-5 file and modifies it to facilitate easy exchange between AniMagic, Videoscape, Animation Station, DPaint III, Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel Animator.
•AMUSE5 - ACO Face Maker create faces in IFF format using Deluxe Paint and the supplied Face Ed V2.0.
•AMUSE34 - 39 different pointers.All absolutely excellent!
•FFISH334 - FBM V0.9 image Manipulation library. Compatible with Sun, GIF, IFF, PCX, PBM bitmaps. Can input raw images and output Postscript and Diablo. Also does rectangular extraction, density and contrast changes, rotation, quantization, halftone, grey scaling etc.
•PDOM112 - Graphic utilities: Clip It!, ShowPrint II, Snatch,HamEdit, Dissolve, AutoPics, ZapIcon, ImageTools, FilterPix,IconMaker, Startle, IFF to Icon.
•FFISH295 - Mandel Mountains V1.1 a Mandel Brot generator.

PROGRAMMING LANGUAGES

•PDOM211 - NORTHC v1.3 Steve Hawtins C compiler. Featurescompiler, linker, disassembler, examples and tools. An excellentCcompiler for the knowledgeable and beginner alike.
•FFISH171 - Sobozon C compiler.
•FFISH193 - ZC V1.01 C compiler.
•FFISH341 - P2C V1.13 is a tool for translating Pascal programs into C.
•FFISH351 - PD C V3.33.
•APDC25 - Logo, XLisp, Modular 2, MVP Forth.
•FFISH140 - Stoney Brook PROLOG v2.3.2.
•FFISH141 - Contains the source code for PROLOG FFISH140.
•FFISH181 - AM XLISP V2.0 of the XLisp interpretor.
•FFISH201 -Draco V1.2 the excellent programming language by Chris Gray. Documentation on FFISH77.
•FFISH37 - Little Smalltalk.
•FFISH91 - The Adventure Definition Language (ADL).
•FFISH337 - CManual V1.0 is a COMPLETE C manual for theAmiga. Includes 70 fully executable examples.
•FFISH339 - PCQ V1.1c Pascal compiler.
•FFISH347 - Cursor V1.0 Amiga BASIC Compiler.
•PDOM60 - Modula II compiler.
•FFISH314 - A68k v2.61 of the 68000 macro Assembler.

DEMOS

Demo disks are probably the best, and quickest, way to impress your friends with the awesome power of your Amiga. With their fantastic graphics and sounds many are truly a WOW! We have approxiamately 600 demo disks in our collection! Far too many to show here. Full details of all our demo disks is available on our Disk Based Catalogue only £1.00!

New Disks

We add dozens of disks every month to our catalogue, if you have some Public Domain or Shareware software that we do not, then send it in! We will swap any 2 of our disks for each 1 of yours, please check before sending in software that we do not already have it.

Clip Art

The following 4 packs of clip art are disks that are filled with black and white images that would be suitable with all graphic and desktop publishing packages.
The Images are complete and copyright free.

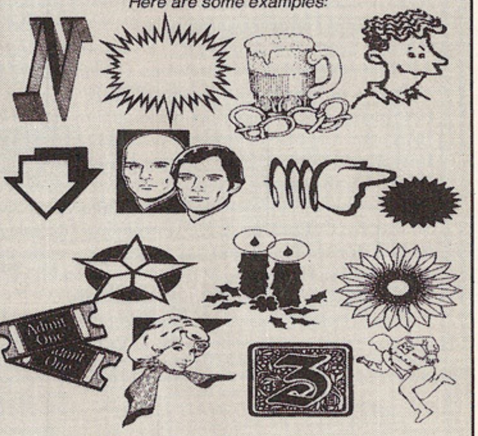
Clip It! Volume 1. £12.50!

Hundreds of clip art images on 5 disks all if IFF format suitable for DPaint and PageSetter etc.
Subjects covered: sports, flags, animals, cartoons, humorous, Xmas, Jewish, borders, Halloween, Valentines, horses, eyes, alphabets, hands, 1930's trademarks, zodiac, cars & more.
Here are some examples:



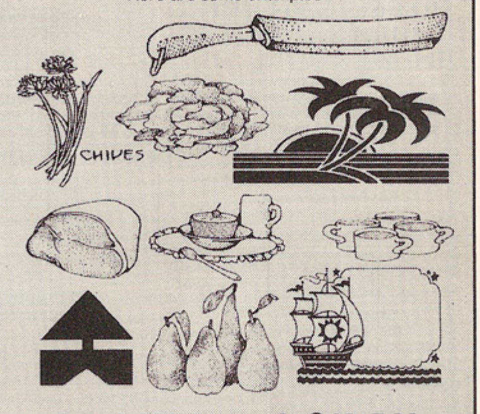
Clip It! Volume 2. £12.50!

Hundreds of clip art images on 5 disks all in IFF format suitable for DPaint and Pagesetter etc.
Subjects covered: men, women, illuminated A to Z, arrows, stars, explosions, humorous, cartoons, pointing hands, food & lots more.
Here are some examples:



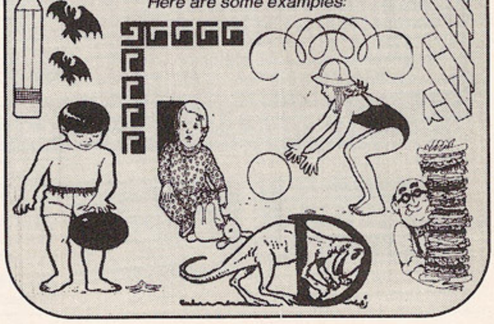
Clip It! Volume 3. £12.50!

Hundreds of clip art images on 5 disks all in IFF format suitable for DPaint and Pagesetter etc.
Subjects covered: Fruit, Herbs, Meat, Arrows, Special Ocassions, Vegetables, Kitchen Utencils, Cups and Glasses, Art Deco and Breakfasts.
Here are some examples:



Clip It! Volume 4. £12.50!

Hundreds of clip art images on 5 disks all in IFF format suitable for DPaint and Pagesetter etc.
Subjects covered: More Art Deco, Babies, Boys and Girls, Lots of humourous, Illuminated A to Z, Scrolls, More Special ocassions and Calligraphic Ornaments.
Here are some examples:



To order, simply quote the disk code number.

Disk prices:

all disks are priced equally depending on how many you buy:

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6 to 10 are £2.75 each
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PD Demo Zone



Hands up who hasn't got enough money. As I suspected, just about everybody. Not enough to buy games? Not enough to get the latest dance single? Well never mind. The best things in life are free, they say. In fact all those people who say that can send me their money! There are, though, some good things that cost next to nothing like these PD demos for instance. A few coppers and you could be the proud owner of a cartoon or some spiffy music. **MAFF EVANS** has a look in this month's Aladdin's cave of PD...

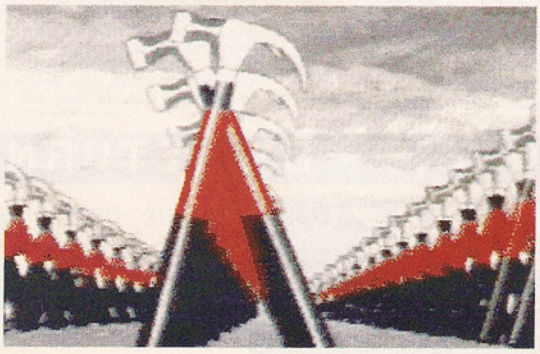
PINK FLOYD'S THE WALL

17 BIT DISK 1027 – SIX DISKS REQUIRES ONE MEG AND SECOND DRIVE



This surely has to be one of the strangest and most ambitious projects ever undertaken in public domain demo history. After a fairly standard intro, the demo continues in various sections portraying some of the concepts behind *The Wall* film and album. The demo begins with various sequences of war, combining When the Tigers Broke Free with various other Pink Floyd tracks. Next comes sections on the character Pink Floyd himself (as played by Bob Geldof) and the horrific school teacher.

Technically, the demo is pretty bog-standard stuff, but the general atmosphere and sheer scope of the project make it an interesting addition to any collection – especially Pink Floyd fans!



PLASMUTEX '91

PD SOFT DISK 1441



Quite a few plasma demos seem to be springing up these days, but this one from The Flame Arrows is one of the prettiest and best presented so far. The strange, cycling colours and revolving star patterns are backed up with a cleanly produced piece of music, very much in the Soul II Soul-Bassomatic style. Just the thing for relaxing in front of your monitor.

MAGICIAN ANIM VERSION 2

CRAZY JOE'S DISK 1552
REQUIRES ONE MEG



Another ray-traced demo ... so what? Well this has to be one of the most complex and impressive ray-traced animations so far.

A puppet-like magician stands juggling on a cluttered stage, surrounded by mirrors and other show biz paraphernalia. The pictures are bright, the animation is smooth and ... well take a look for yourself!

BASS-O-MATIC

NBS DISKS L612 AND L613
REQUIRES ONE MEG



This disk contains some pretty nice laid-back grooves, but the music is only part of the deal. Along with the tunes, you can view a selection of the fabulous Calvin and Hobbes cartoon strips. This alone would be worth checking the demo for, but it also contains a simple version of *Space Invaders* on the side of the screen which can be played while the demo is running! The whole thing is superbly put together, making it probably one of the top music disks around at the moment.

C & N Computers Amiga Public Domain

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Music Section

C006	Sonix No. 1
C030	Share & enjoy equalizer
C029	Sonix No. 7
C043	Alf demo 1
C061	Classix 1
C066	Royal Amiga Force 1
C067	Disk B to above
C087	Kylie Its no secret
C088	Disk B to above
C093	Bacteria demo
C101	Sonix classix
C108	Digital concert 3
C113	Sonix No.17
C130	Budbrain demo 1
C131	Disk B to above (18)
C142	Digital concert 1
C143	Digital concert 5
C156	Donald weres yor trousers
C163	Genesis Land of confusion
C189	Treacl mega demo Disk A
C190	Disk B to above
C191	Disk C to above
C192	Alkatraz demo disk A
C193	Disk B to above
C194	Disk C to above
C198	Star trekking disk A 1 Meg
C199	Disk B to above
C200	Xmas carols
C201	Good Morning Vietnam
C210	Alf demo 2
C229	Hot wired
C236	Turtle demo by sector 16
C244	Amazing Tunes disk A
C245	Disk B to above
C246	Disk C to above
C248	Budbrain 2
C303	Startracker V1.2
C305	Sonix No.5
C308	Zenn sound box
C324	Noisetracker
C327	Turtle power disk A
C328	Disk B to above
C329	Disk C to above
C356	Beatmaster 808 state
C367	Ultimate FX
C380	Mucky Morris & the Cowpats
C410	Digital Concert 2
C411	Digital Concert 3
C412	Digital Concert 6
C416	Blues Brothers disk A
C417	Disk B to above
C418	Disk C to above
C419	Dr Awesome & Fleshbrain
C425	Arni sampled off radio Disk A
C426	Disk B to above
C428	Smith & Jones 1 (18)
C429	Smith & Jones 2 (!8)
C430	Smith & Jones 3 (18)

All public domain disks are virus checked with the latest version of the Master virus killer. Anyone finding a virus on one of our disks please let us know and it will be removed from the disk.

Amiga Public Domain Prices

Prices vary on how many disks are needed to make a program work. ie some music disks need 2 or more disks to work these are called sets.

Single disks	£1.50 each
Two disk sets	£2.75 per 2 disk set
Three disk sets	£4.00 per 3 disk set
Four disk sets	per 4 disk set

Min order 5 disks

More disks are in the collection, too many disks to list here. Last count over 900.

Utility Section

E001	SID
E017	Printer utilities 1
E020	Fonts disk 1
E021	Fonts disk 2
E022	Label designer
E028	Ultimate utilities
E029	Virus Killers disk 1
E032	Boot block makers disk 1
E034	Printer utilities 2
E045	Business card maker
E046	Viruscope (good)
E051	Ncom V1.9 (modem util)
E056	Tetracopy
E057	Catalogue Workshop
E063	C Manual
E070	QL Emulator
E071	Disk B to above
E072	Disk C to above
E074	Spreadsheet
E083	Master virus killer
E088	Textplus word processor
E094	Flexi Wosname database
E105	North C
E114	Slideshow construction set
E119	Dope intro maker
E130	Rim database
E140	A gene geneology program
E141	Forms really unlimited
E153	Disk crunchers

Games

D004	Monopoly USA version
D008	Paranoid (Breakout game)
D013	Peters Quest
D020	Poker Solitaire
D026	Blackjack/Solitaire
D027	Star Trek disk A
D028	Disk B to above
D035	Break out games
D044	Flashbier
D052	The Drip
D054	Breakout Construction Set
D057	Letrix
D065	Wet Beaver Tennis Game
D069	Tiles/Battleships/Chess/Tetris II
D070	Tomtespelet (2 player)
D071	Return to Earth
D072	Star Trek the Next Generation
D074	UGA Games Compulation
D075	Snake Pit Game

Graphics Section

F011	Space Ace demo
F015	3D Arm
F025	Pugs in Space
F030	Gymnast Amin 1 Meg
F049	Fractual Flight demo
F057	Viz Pics (18)
F058	Fantasy Pictures disk A
F059	Disk B to above
F086	Enteprise leaves the Dock Anim 1 Meg
F091	Stealthy Manoeuvres 1 Meg
F097	Argatron Anims 07
F098	Argatron Anims 24
F100	Argatron Anims 02
F101	Argatron Anims 22
F102	Argatron Anims 23
F104	Argatron Anims 17
F109	Clip Art disk 1
F110	Clip Art disk 2
F111	Clip Art disk 3
F112	Clip Art disk 4
F113	Walker demo 1 2 Meg
F114	Disk B to above
F115	Walker demo 2 2 Meg
F116	Disk B to above
F125	Station Anim 2 Meg
F126	Disk B to above
F127	Disk C to above
F141	Fillet the fish 1 Meg
F164	Tobias richter slideshow
F165	Disk B to above
F166	Lost In Space Anim 2 Meg
F167	Disk B to above
F168	Disk C to above
F170	Batman the movie 1 Meg
F173	Juggler meets the lady
F174	Fantasy space slideshow
F176	Mandlebrot generator
F179	Iraq demo 1 Meg
F180	Amy the Squirrel at the Movies 2 Meg
F190	Tron Anim 1 Meg
F191	Disk B to above
F200	Robin Hood slideshow with music (Cartoon)
F209	Life of Brian slideshow with samples from film
F219	Franklin the Fly anim
F228	Italian Job digi Anim 1 1 Meg
F229	Italian Job digi Anim 2 1 Meg
F242	Stealthy Manoeuvres Swiss army F16 Anim

Directory disk £1.50 inc P&P. Contains some free PD utilities/music. Orders taken 24hrs a day on the answerphone payment via Access & Visa or mail order payment by postal order or cheque made payable to:

C & N COMPUTERS

Orders despatched within 24hrs (Mon-Sat). Phone orders despatched Mon if given on Sundays.

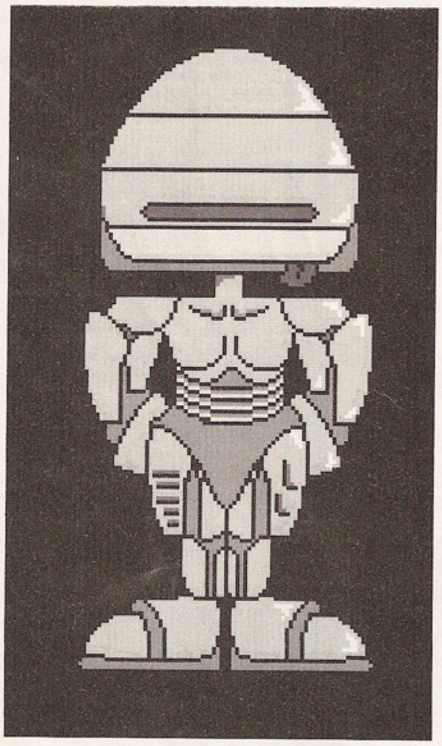
AMERICAN COMEDY SAMPLES

COMP-U-SAVE DISKS 1374 AND 1375, 1396

These two demos are the daftest things to appear for some time. The first two disks contain a sample of a rather strange game show, where the contestants have to catch prizes hurled from the 10th storey of a building! The second demo, *Howard Meets the Students*, consists of a rather manic sequence from a call-in radio show, where a Chinese student rings up and shouts at the hosts. Weird, but still quite amusing!

BIEBEL STORY SLIDESHOW

PD SOFT DISK 1331



Pretty simple stuff here. A simple ditty belts along in the background as pictures of the infamous cartoon character Biebel (what do you mean you've never heard of him) are flashed up on the screen.

The second demo consists of Biebel modelling national and fantasy costumes and showing his umbrage at being made to dress up in such a ridiculous manner. Nothing really new, but worth a look for a laugh.

TECHNO UPROAR

17 BIT, SCHEME 17 DISK

This is one of the first of a new series of disks from 17 Bit Software, going under the name of Scheme 17. The demo consists of six powerful bleep-house and Acid tunes. Some are original compositions by Beatmaster himself, while others contain snatches of 808 State, N-Joi and A Homeboy, A Hippy and A Funky Dread - all mixed together to provide some pretty groovy beats. If hard-hitting club music is your thing, then less than a quid for what amounts to six dance 12-inch tracks has got to be worthwhile!

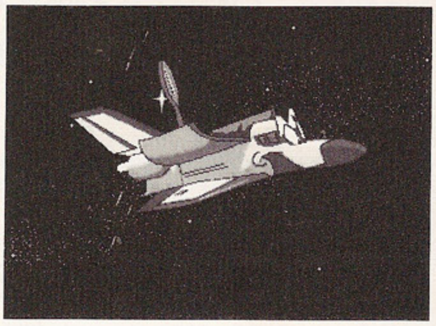
THE ERIC SCHWARTZ CORNER

Eric Schwartz's animation disks are cropping up with such regularity, that it seems a good idea to give him a little section all of his own! So here is his latest selection of cartoons.

SHUTTLECOCK

SENLAC SOFTWARE DISK

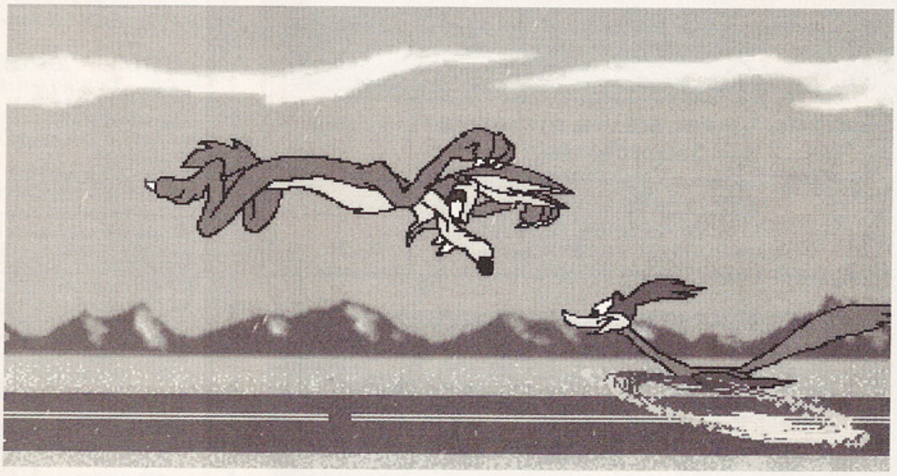
This is the simplest animation of the bunch. The animation consists of a satellite, two space shuttles and a rather ingenious outer-space pastime! As usual, the humour and style are extremely good, so Schwartz fans should have no qualms about adding this to their collection.



COYOTE II – THE ROAD TEST

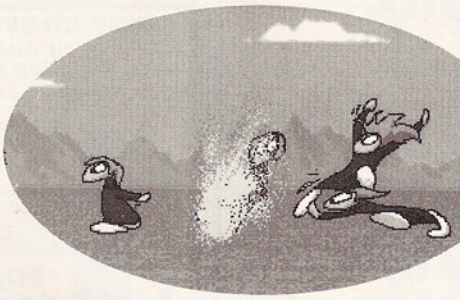
CRAZY JOE'S DISK 1293
REQUIRES 1.5 MEG

This demo is a tribute to Chuck Jones, creator of Road Runner and Wile E Coyote. Anyone who's seen a Road Runner cartoon knows just what to expect here, so I won't bore you with the details. Have a look for yourself – if you're into the classic slapstick cartoons.



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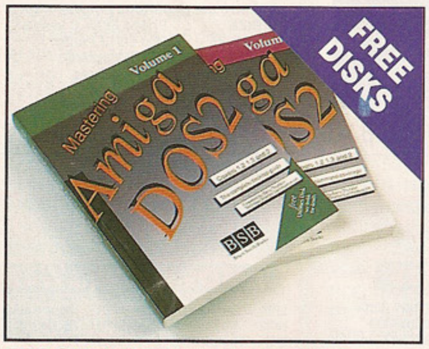
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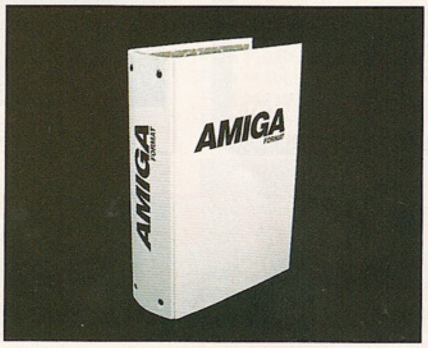
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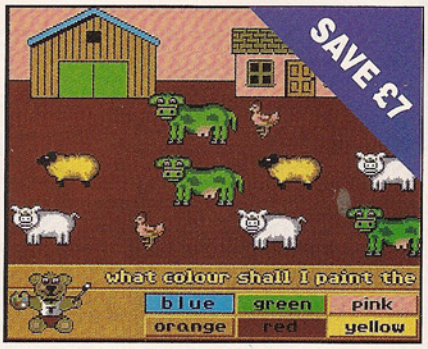
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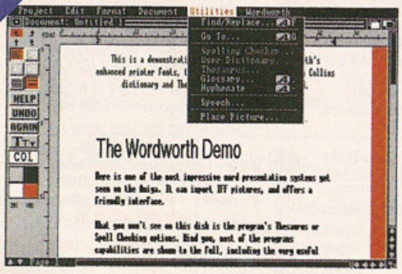
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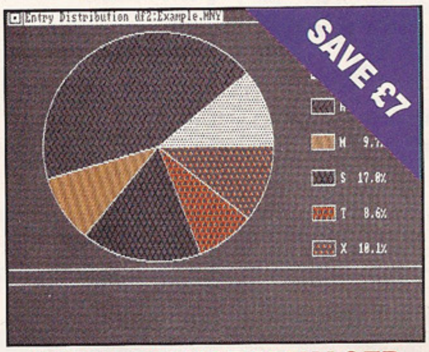
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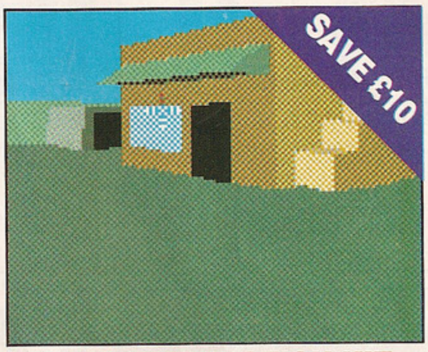
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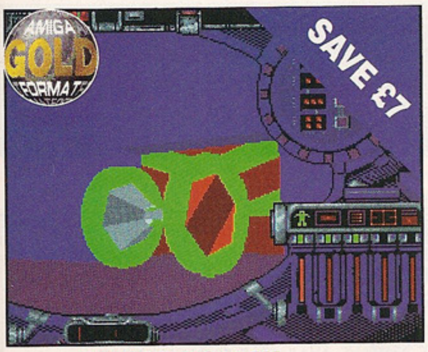
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Work bench

A slightly revised edition this month, but the song remains the same – the questions come from you and the answers from **PAT McDONALD** (and other technofolk).

ALL CHANGE

Recently I tried changing the Trashcan icon in Workbench. I also wanted to change the opened Trashcan as well, so I used IconMerge from the Extras disk to split the icon into two parts. Then I used IconEd to alter the shapes of the temporary icons and saved them. Finally I then IconMerged them back together into one icon with the name Trashcan.

I found a brand new Trashcan, but when I double clicked on it all I got was an error message, 212 to be precise. I thought it was no good to me, so I Discarded it – no problem. Help, I'd like to customise many of my icons but I'm afraid that I might lose them – all these bits were done on a backup of Workbench, by the way.

SS Bassi
Derby

It's all very well editing icons, but unless there's a directory or file with the same name as the icon (without the .info on the end) then you're going to get these sort of problems. As well as the trashcan icon, the trashcan directory must also be in the same place. Try typing in this line from the CLI or the Shell:

```
makedir Trashcan
```

That should setup a directory for the Trashcan icon.

SON OF SETCLOCK

PRIZE WINNER

Continuing along the same theme of the clock not found with memory upgrades – my memory clock gave the same conditions, that is "clock not found". I tried the tip in AF23's Workbench column, but it didn't work.

I telephoned Evesham Micros, where I bought the upgrade. They told me there was a bug in Workbench 1.3, but that 1.2 would reset the clock.

So I borrowed Workbench 1.2 from a friend, reset the clock, and to my amazement the battery backed-up clock is tickety boo again. Thank you Evesham Micros.

Fred Thompson
Catterick Garrison

Maybe the hair dryer idea wasn't that bad after all...

NO CHANCES

It is important whenever cutting tracks on the Amiga's main circuit board, not to cut more than the track. The circuit board is multilayered (that is there are tracks within it) which you can damage if you cut too deeply.

If you have a Star LC10 printer, like I do, as well as the licenseware font program which lets you download fonts into it, then it says that to keep the font in the printer if you reset your computer, you can either snip the reset wire of the printer cable, or just remove the cable.

This second idea is very dangerous which I have, unfortunately, found out to my cost. The computer and printer should always be turned off when removing connections. I have now had my Amiga repaired twice and it still doesn't work properly.

Joel Jordan
London

There is always a risk of something going wrong if you unplug anything while it's switched on. Computers are complex things, and although you may find that unplugging something doesn't affect operations, it's wise not to take risks. You could be unlucky.

As for cutting tracks, there is no real need for you to gouge great big holes in the board – just simply make sure the track has a gap in it.

B.O.P. BACKUP

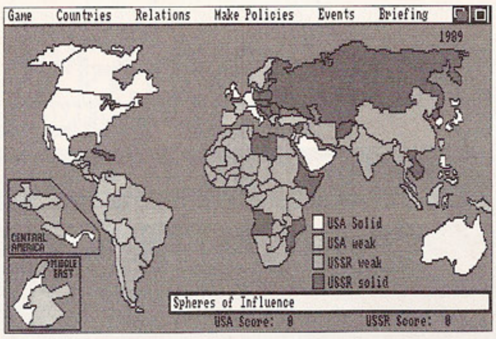
I recently purchased a Vortex system 2000 hard drive from Gordon Harwoods at a reduced price (£100 from £500). It was too good to be true, and I snapped it up without hesitation.

I bought *AF23*, with the game *Balance of Power.* Because the game had so many disk accesses I thought it would be a good idea to put it onto the hard drive. So I copied the entire disk onto dh3:.

After that I double clicked on the icon and a few seconds later it asked for the original disk (BOP) to be inserted. I altered the startup-sequence to change the directory to dh3: but that didn't work.

Am I doing something wrong? The supplied manual isn't much help. The backup software – Mr Backup – is very awkward to use and crashes a lot.

Paul Convery
Codnor



Every time I try to copy *Balance of Power*, the copy does not work. A message appears saying there is not enough memory to run the program, even though there are no other programs running at the same time. I'm not sure if I'm doing something wrong, so your help would be much appreciated.

P Blyth
Tain

It is true to say that* Balance of Power *can be easily copied – you can copy it with the procedure we print every month now on the last of the Coverdisk pages. However, many people do not bother to rename the disk after they have copied it.

The Duplicate option on Workbench always puts the words "Copy of" in front of the disk name. This has to be deleted, all of it. Leaving a space in after the "of" will not do – to the human eye the name is "BOP", but the computer knows the name is " BOP".

Balance of Power *always insists on the disk being in the drive, it always reads some data from the floppy. Putting it on the hard disk will speed the game up, but the floppy disk has to be available (inserted in any drive) as well.*

It's a shame that more software houses do not use this system to protect their games while still allowing them to be transferred onto a hard drive.

Balance of Power is very choosy. Although you can copy it, it must end up on a floppy disk called just BOP.

MINOR SUBTLETY

I am thinking of upgrading to an Amiga 2000 or 1500, and I'd like some answers to the following:

1) What is the difference between an A1500 and a B2000?
2) What have these computers got over an A500?
3) Is the A1500 a genuine Commodore product, or just a case put on a standard A500?
4) What is the difference between an XT and an AT bridgeboard?
5) Do all PC bridgeboards come with a 5.25-inch drive?
6) What is the advantage of having an autobooting hard disk?

P Brown
Norfolk

1) The A1500 has a different sticker and one extra internal floppy disk drive as standard. Plus it's often sold with bundles of software. That's it, as far as I know.
2) Expansion slots on the inside for peripherals like hard disks, memory cards, accelerators, emulators plus a whacking great power supply to feed them all. Ther is also easier access to joystick and mouse ports, plus a separate keyboard.
3) The Amiga A1500 Personal Home Computer is a genuine Commodore product, and should not be mistaken for the A1500 upgrade kits from Checkmate Digital, which consist of a different box to put the circuit board and keyboard of an A500 into, plus those expansion slots.
4) Largely the difference is in the processor. AT processors usually have 286 processors, which are considerably faster and better than XT standard 8086 chips.
5) Usually they do – suppliers often include them because they are extremely useful.
6) An autobooting hard disk does not leave you to insert a disk before the computer will do anything. You can turn it on, and Workbench (or a different system if you have an emulator) will start up automatically.

WON'T WORK

I've just tried the *Hacktrick.60HZ* program on *AF23*'s Coverdisk and it failed miserably. When run, the intro screen (hand holding a disk) rolls around the screen very quickly, as do all the programs I try to run after. I have checked out the computer with the *Vectacheck* program from *AF15*, which informs me that it has a fatter Agnus chip with the ECS so why doesn't it work?

When I use the avail command from the Shell, why does it tell me I have access to 1,040,120 bytes of memory to play with if I only have a 1MB A500. Surely it should be 2 X 512K = 1,024,000 bytes?

This is my umpteenth letter and no doubt you will ignore it as you have all the others.

Graham Smith
W Yorkshire

No, the screen rolling means the programs are working. You do have an NTSC TV or monitor to view the NTSC signal, don't you? If you haven't, adjust the vertical hold on your TV or monitor – after a slight adjustment, the screen stops scrolling and you appreciate the difference.

You're complaining about too much memory? Seriously, 1K = 1024 bytes, and 1 MB = 1024 X 1024 = 1040120 bytes. People say million or thousand when they mean mega or kilo, and I know it's a corruption of the English language but there we are – computers do not use nice easy numbers like 10, 100, 1000 or whatever.

I'm sorry that none of your previous letters have not been answered – this is fairly common, as we get mail by the bucket load.

SMALL TIP

PRIZE WINNER

Recently I delved into the wonderful world of public domain. Among my selection was the *Red Sector* demo maker. Unfortunately I couldn't get the damn thing to work. To my amazement, the instructions were on the May edition of Blitterchips PD catalogue disk so if anyone is stuck, here's a printout for you...

J Mankin
Stanmore

I regret that I don't have 10 pages of Workbench. Blitterchips PD 0535 667469.

SILLY QUESTIONS

Who on earth decided to start a new section in Workbench called Silly Questions? This infers a low level of intelligence, verging on the moronic. I feel this could could deter many from writing to you for fear of ridicule.

Anyway, here are a couple of questions, silly or not.

1) When upgrading from 512K to 1MB of memory why on earth should a disable be needed to knock the memory back down to 512K?
2) Memory expansions often come with a battery backed-up clock. Could you please tell me (and other readers) what use these are so that we can decide whether it is really worth spending the extra money involved.

Ken Ward
Nottingham

Well it wasn't me. I think you're getting confused between ignorance and intelligence – the idea was to reanswer the questions which we had already answered. Many people have only just bought their Amiga, then bought AF and so don't know an awful lot.

Who in fact does when they first start playing with an Amiga. There's no shame in admitting you don't know something: I often do as much in these very pages. If anyone sees anything they don't like or ways to improve the magazine, do write in. Anyway, Silly Questions are dead, Answerfile is here, and on to some answers.

1) Because some software will not work on machines with more than 512K. These are old games or PD titles written for the A500 of three years ago, when there was very little in the way of expansions or add ons to buy. Such software is obsolescent, but you can come across the odd title now and again.

2) The battery backed-up clock (often called a real time clock) is a clever little circuit for remembering the time and date. When correctly set up, every time you edit or save a new file using AmigaDOS (say from a paint package or word processor) the time and date of saving goes onto the disk too.

This is very useful if you need to determine how old a file is. If you've been drawing DeluxePaint pictures for three years, wouldn't you like to know when you've drawn something? Similarly, if you regularly back up your disks, some back-up software can be made to check to see when a file was created – it won't bother backing-up files which existed before a certain date, because it knows that those are already backed up.

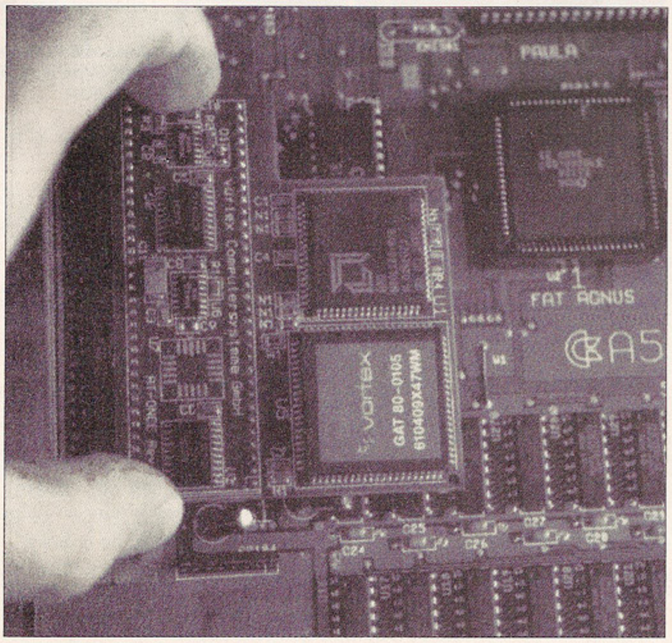
DOES IT WORK

Ever since AF12, I have been thinking about buying an Action Replay cartridge. Now Action Replay II is out and I could afford it, but there are a couple of questions I'd liked answered first.

I don't know machine code and I haven't got a printer. The main reason that I wanted a cartridge was for changing a games' graphics, nicking sounds, cheating and slowing down programs. Can it do all that? Plus, do you know of any shops near Leicester that will demonstrate it, because I would like to see if I like the features, and also how difficult it is to use. Does it work on every game?

Nick Cole
Loughborough

NO PROBLEM



The ATOnce emulator is designed to cope with fairly large PC appli-catations, and needs a beefed-up Amiga to perform well.

I currently have an A500 with 1MB and a second drive. At work we use a 386 PC running Lotus 1-2-3 release 3 with 8 MB of RAM.

Could I use the A500 with the ATOnce board, a hard disk and the full allocation of RAM (8MB) to run this program? This will cost about £1000, almost the same price as a 386 PC, but I feel it would be money well spent providing the program works.

Derek Williamson
Dumbarton

It should work fine, but I regret that it has been impossible to test. This is exactly what the ATOnce is meant to do very well, and although I tried some PC programs with the ATOnce (and they worked fine) I couldn't lay my hands on a copy of Lotus. The only tricky bits will be setting up Lotus 1-2-3 to start with the correct graphics driver and setting up the hard disk with a PC partition. Once that's done, everything should work fine.

The Action Replay II will not work on every single game ever – we've encountered a few that will not let you see the game graphics or hear any sounds. Having said that, I would estimate that perhaps 95 per cent of games do succumb to the cartridge.

I'm afraid it's not as easy as you think though. It's true, that ripping-off sound samples, some NoiseTracker modules and game graphics is fairly easy. Actually modifying a game though, to do what you want is far trickier. Altering a games sprites, while not impossible, is decidedly difficult.

It's all a question of how much effort you want to put into it. The Action Replay II is not like a point-and-click camera: it can do things like save out pictures or sound samples quite simply, but to add extra bits to programs you will, I'm afraid, have to extend your knowledge somewhat.

Don't be afriad of buying just because you don't understand some of the things it does. Messing about with a freezer cartridge is quite a good way to learn about how programs work.

I regret that I am unaware of any shops near Leicester that could help you. Sorry!



The Action Replay cartridge from Datel can be used for a variety of purposes. Like most things computer, the more experience you have, the more useful it is.

TWO SIMPLE

You folks at *AF* are quite clever chaps, so here's some questions for you to get your teeth into.

1) Is it possible to remove my old internal drive, replace it with a new internal drive, build a case for the old drive and use it as an external drive? I already have an external drive. If so what would I need?

2) At present my expansion board has 16 chips on it, would it be possible to remove these chips and replace them for chips with larger memory? That way I could have less chips for the same memory size, or more chips for more memory with the same board.

M Hillerby
Durham

1) Yes it is in fact possible. What you will need is a 23-pin D-type male connector, some multicore cable, a soldering iron, some solder, and plenty of patience. You will have to rewire the floppy drive's edge connector (one of those would be useful too, thinking about it) and wire it up as an external drive.

Considering the price difference (about £10 extra for a new external drive) and the fact that you will invalidate your guarantee, I'm surprised you're even thinking about it. Why not buy one anti-click device for about £10 and a new external drive?

2) Strange as it may seem this does work with certain kinds of memory expansion. I assume that you're talking about an A500 memory expansion: this, though, will not work.

However, it does work on an A5000 accelerator if you populate all the sockets at once – 16MB of 32-bit memory, as opposed to the standard 4MB maximum.

This is the only example that I am aware of. i would though, be very interested if any other readers have found similar properties in a memory expansion? Let me know at the usual address.

SPEED UP

I wish to turbo charge my A1500 (plus hard disk) with a faster processor. I enjoyed the feature on 3D in which you suggested Solid State Leisure's A5000 or B5000 boards.

Obviously the B5000 is better, but just for the record could you benchtest the relative speed increases for both boards and others if possible (such as the CSA Mega Midget Racer). The A5000 sounds cheap and speedy, if limited by expansion potential. Don't just say it's a question of price, as I could feasibly stretch to either.

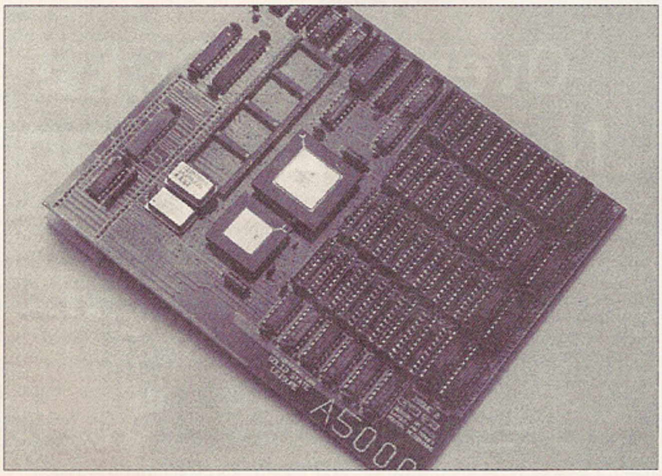
Hilary Hicks
Leicester

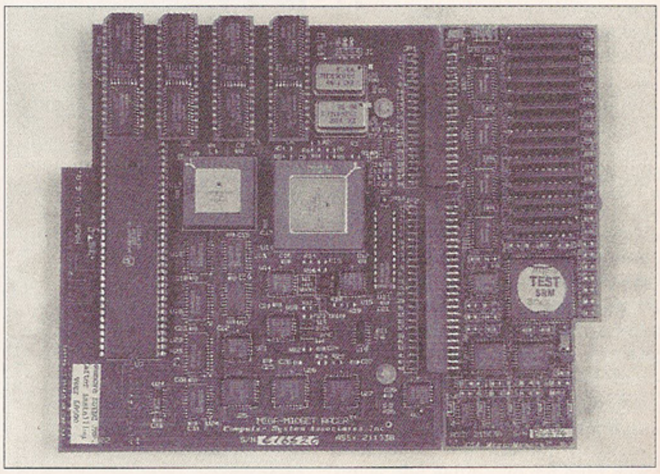
It's really a question of what sort of software you're running on your Amiga. If this makes no use of extra commands or a maths coprocessor (Floating Point Unit – 68881 or 68882) then the clock speed is usually a good sign of the relative speed increase. So a 25MHz processor is nearly twice as fast as a 16MHZ, and about four to five times as fast as a standard Amiga.

There are two distinct types of faster processor, the 68020 and the 68030. A typical speed for the 68020 is 16-25 MHz, while the 68030 goes at 16-50Mhz. The speed of the processor is built into the accelerator board at the factory. So go for the raw speed – 68030 boards cost more but they are faster and usually have a greater capacity for extra 32-bit memory (memory only usable by a faster CPU, much faster than standard memory for various reasons).

The math coprocessors complicate things slightly. The 68881 is substantially inferior to the 68882, but software that actually uses them is pretty thin on the ground. If you're looking to the future then get a CSA Mega Midget Racer with a 68030 – this allows you to build up to a higher overall capacity than the A5000 (the B5000 is not available yet).

If you're really optimistic, think about a 68040 board. This is the next in the 68000 processor family, and is a 68030 plus 68882 chip combined into one. It gives a potential performance faster than any other microprocessor generally available (18-25 million instructions per second) but has yet to put in an appearance.Watch this space.





Benchmark tests of virtually all accelerators can be obtained from the people who make them – let's face it, they're not the prettiest things in creation. On the left, the Mega Midget Racer from CSA. On the right, the A5000 from Solid State Leisure.

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Answer

You're latest buy appears to be dead in the water. Then read **PAT McDONALD's** guide on what to do, when to complain and how to avoid problems.

GLOSSARY

Accelerator card: A plug-in extra that overrides the standard processor chip (a 68000 running at 7MHz) with either a 68020, 68030 or 68040 running at speeds between 16MHz and 50MHz. Boosts the 'number crunching' calculating speed, especially if a maths chip (68881 or 68882) is fitted too.

Blitter: Block image transfer. Moving large areas of memory around – something processors are very bad at. Useful for large animated graphics (amongst other things). The Amiga's blitter lives in the Agnus chip.

Chip RAM: Memory that can be used by the processor and the custom chips that drive the excellent graphics and sound. A500s have 512K of chip memory (though this can be boosted) whereas B2000s have 1MB. A3000s have 2MB of chip RAM.

Custom chip: A chip designed to do one job very well. On the Amiga there are Agnus (graphics memory manager), Paula (sound and samples), Denise (graphics memory to video) and Gary (overall memory management).

Fast RAM: Memory devoted for use by the processor only. Some programs need Fast RAM to operate, which is bad news – you need a memory expansion to run them.

Floppy drive: The standard storage medium for programs and data. All Amigas come with at least one 3.5-inch drive. Up to four floppy drives can be used by the Amiga, not necessarily all using standard 3.5-inch disks (some people prefer the older, cheaper 5.25-inch size). Capacity is usually 880K per disk, though 1.4MB disks are available in other countries.

Hard drive: A large capacity disk unit. It's not a standard item. A hard drive can greatly increase the usefulness of a computer. You can store the operating system, as well as all your programs and data on it, which vastly reduces the need to change floppy disks every so often. Capacity varies between 20MB right up to 330MB – and *you can* connect more than one to your system.

Hardware: Physical computer equipment. You can kick it. Peripherals, expansions, extras, widgets, gadgets – which is jargon for electronic equipment.

Interlace: A doubling of the vertical rows of graphic pixels. Gives a much higher resolution but flickers horribly without a flicker fixer card and multisync monitor.

Kickstart: The booting suite of programs that wake the machine up and get it going. Kickstart is part of the operating system and lives on a ROM chip inside the machine (except for the A1000 and early A3000s).

Memory: Where all the programs and data are stored inside the computer. RAM memory (Random Access Memory) is always lost when the machine is turned off, whereas ROM (Read Only Memory – sometimes called the Kickstart – it starts everything off) is never forgotten but cannot be altered except by replacing the chip.

Operating system: This is the program which integrates all the different elements of a computer and ties them together. So when you move the mouse, the pointer on the screen moves. When a program saves data, it can find the disk drive you want. AmigaDOS (Disk Operating System) is the Amiga's operating system and is built in on all machines except the A1000 and early versions of the A3000 – it has to be loaded from disk.

NEW HARDWARE

When there's a problem with a new non-working peripheral it's usually the case that it hasn't been connected properly. Always try to read through the manual first, and follow the instructions that it gives. Remember to turn off all your power before unplugging anything – if something is still plugged in, the whole system may try to draw power through the little signal wires connecting everything.

Then try your computer without anything plugged in. If it turns on, all well and good. If not – oh dear, repair time. Assuming all is well, turn off and gradually add bits and try the system until you find the unit that doesn't work. If you're sure you know what's wrong, then call the supplier and arrange a replacement.

Do not assume that it's only the latest addition that is at fault. Sometimes peripherals clash – one will not work with the other. In which case, you have to decide which bit to leave connected, and which to connect only when it's needed.

For instance, most sound samplers and printers connect through the parallel port. The problem is that you cannot have more than one item connected here at a time. Which is more important to you – printing or sampling?

THE AMIGA FAMILY

First, there was the A1000. This was the machine that mightily impressed the world back in the mid-eighties, with it's revolutionary blitter, whizzy graphics and multitasking operating system. You can't buy them anymore, and if you've got one I recommend that you keep hold of it – they will be collector's items one day. I wish I had.

The A1000 lacked two things: a reasonable price tag and easy expandability. Next in line were the A500 and A2000 which remedied these design flaws and introduced some of their own.

The A500 is the home/domestic Amiga. Over 500,000 of them are in use in the UK alone, and it is without doubt the most popular machine. The reason for this is simple: it's cheap (by computer industry standards) and offers most of the expansion capabilities of other models. To cut costs, the unit has a built in keyboard and the mouse/joystick connectors are at the back – a bit fiddly to get at.



The 'original' A2000 was quickly superseded by the superior B2000. Nowadays though people still say A2000 when they mean B2000. I do it a lot myself. The only time the difference matters is if you buy a second-hand machine: make sure it's a B2000! The original A2000 fell by the wayside it's an ex-machine, persona non grata, forget it. The A2000 (oh, you know what I mean – the latest one) comes in a large box, and can take expansions on the inside – in addition, the power supply is huge, making sure that the expansions get enough juice. Other versions include the A2500 (a faster processor installed as standard) and the A2000HD (which has a hard drive fitted as standard).

NEW SOFTWARE

If you get a program which doesn't want to load, always check that you have the right machine and enough memory before running to the shop to complain. It saves a lot of embarrassment I can tell you!

If it's an 'auto-booting' program (you just bung it in the drive and it supposedly starts up) then the chances are that the disk is knackered. Now it's time to complain to the supplier and get a replacement.

Don't start a program before you've had at least a quick flick through the manual. This goes for everything – there are plenty of games that will kill you straight off if you don't know what to do.

If possible make a copy of your disks and only use the copies. Disks can be ruined by many things, from having a cup of coffee poured on them to the family pet eating them. Keep your original software disks in a drawer or box, out of harm's way.

What happens if the program appears to work but you just can't understand it? The trick is to not get flustered. Programs take thousands of hours to design, write and test. Once you have a rough idea of how it should work, then you can jump in and start messing about.

file

Processor: The decision making chip inside the computer. Most Amigas have the 68000 chip, but the 68020 or 68030 chips are becoming much more popular as people want faster computers.

Public domain: Cheap software. Public domain libraries have thousands of disks on file, and sell them for little more than the cost of a disk. Often abbreviated to PD.

Software: Programs or data stored on disk.

Workbench: The graphical 'front end' on the Amiga. It gives a standard for all programs to work to, making programs similar to use. Available in 1.2, 1.3 and (soon to come) Workbench 2.0.

The A1500 is a B2000 with a different sticker on it. If you open it up, you will find that a standard B2000 motherboard is inside. The only difference is that the A1500 has two floppy disk drives built in as standard.

Next in the expansion line is the A3000. This is a totally new design, much smaller than the A2000, which has a faster processor. The major difference is that, rather than being a standard Amiga with a faster brain, the whole machine is dedicated to making the most out of the accelerator. Fitted with the latest operating system Workbench 2.0, the latest graphics chips and a flicker fixer as standard for display to multisync monitors, it's many expansions fitted into a very small box for professional desktop use.

At the top of the tree sits the A3500. This is a tower system, where the computer sits in a box out of sight and just the monitor, keyboard and mouse sit on your desk. The A3500 is the same machine configured to work with the UNIX 5 operating system.

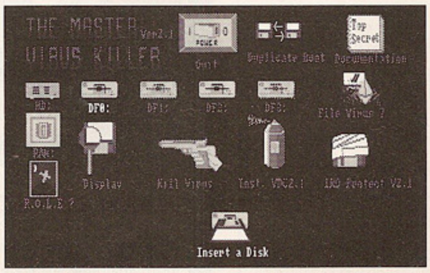
VIRUSES

A virus is a nasty little computer program that has two properties. The first is to replicate itself: that is copy itself from disk to disk. The other is to screw your machine up after a certain amount of spreading. How do you know when you have a virus? Well there are various symptoms: the keyboard locking up, the computer crashing, strange messages appearing .... The trouble is that by then it's too late to do anything about it.

What everyone has to do is behave responsibly. There are two simple ways to avoid a virus spreading through your disk collection. The first is to write protect all of your disks. This means moving the tab in the corner so that you can see through the hole. No virus written can get past this. It's a pain having to move the tab when you want to save onto the disk, but it sure beats getting a virus.

The second way is to turn the machine off between loading different programs. It's very tempting just to press Control and the two keys either side of the space-bar, but only do it if the disks are write protected. If you're going to be saving something to a disk, make sure your machine is clean of viruses (by turning it off, waiting a minute and then turning it on) before you start.

That's how you stop them spreading. How do you get rid of a virus from a disk? Special



programs called virus killers are available in the public domain. These will detect viruses and destroy them. The only trouble is that new viruses appear which existing killers cannot detect. You have two options – get the updated version when it appears, or pay your contribution to the programmer and get all future updates.

The two killers we use in the office are *Master Virus Killer* version 2.1 (*MVK*) and *ZeroVirus III*. *MVK* can detect most viruses. *ZeroVirus III* can be set up to automatically check every disk inserted – and it works well with hard drives.

ADDING MEMORY

The most basic memory addition is the 256K front RAM pack for the A1000 machine. Actually I have yet to see an A1000 without this, purely because a basic A1000 is next to useless.

The step up from this is the half megabyte (512K) totally standard 'bung it in the trap-door underneath' expansion for the A500. This costs between £25 and £60. What it does is it adds an extra 512K to the standard A500, thus giving you a total of 1MB. Incidentally, all the new A500s, as from April, should have this fitted as standard. If not, try and buy one as soon as you can, otherwise you will be left behind. Authorised Commodore repair centres will solder it into the main circuit board on newer A500s, but the expansions are so cheap now it's hardly worth the bother.

What happens after you have a 1MB Amiga? As standard, each and every Amiga can be expanded up to 9MB. That's an awful lot of memory. I'll start by discussing the various options open to A500 Amiga owners.

There are two ways to add standard memory to an A500. The first is by adding large expansions into the trap-door slot on the underside of the machine. Normally, a standard 512K expansion lives there. But many firms produce expansions of between 1.5MB and 6MB which go there. Avoid them. For a start, usually they will not autoconfigure (the machine will not notice the extra memory until a set-up program is run). They also invalidate your warranty because the machine has to be dismantled to fit them.

The second method concerns A500 expansions that are larger than 0.5MB which should go into the expansion slot in the left-hand side of the machine. This doesn't invalidate the warranty, and autoconfigures (the machine instantly recognises the extra memory). It costs more, but the advantages are clear – this is the standard way of adding memory.

Hard drive units often publicise the fact that extra memory can be plugged into them. This is for the general use of the computer, and you should not think it's for the hard drive – it's normal memory, and is treated as such.

B2000 memory expansions are normally cards which plug into the inside. Again, B2000 hard drives advertise themselves as having memory expansion, and again this is for the use of the computer, and is totally compatible with the standard system.

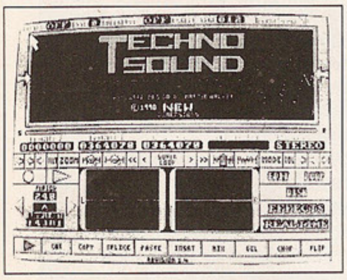
The minefield really starts with 32-bit memory. This buzz word means memory for an accelerated Amiga, that is fitted with a faster processor than the 68000. The 68020 or 68030 can make use of this 32-bit memory – all it means is that the processor grabs 32-bits of data at a time, rather than the standard 16 bits of the usual 16-bit 68000 processor chip. Most accelerators use their own method of adding 32-bit memory – there isn't a standard (yet).

For the A3000, a different approach is needed. The A3000 needs 32-bit SCRAM chips (Static Column Random Access Memory for the curious) to get the best speed. Fitting SCRAMs is an easy job, the tricky bit is finding a supplier who will sell them to you.

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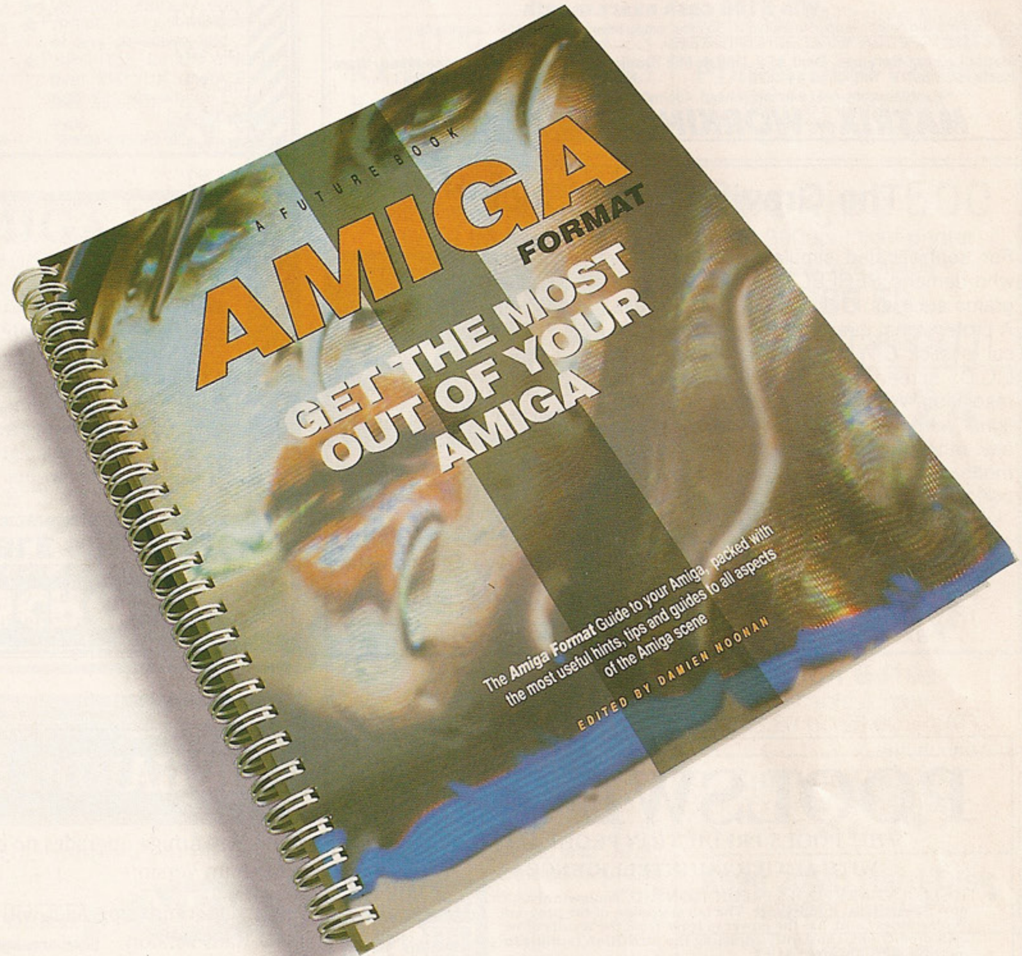
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AMIGA FORMAT BY MAIL

You can actually make life a lot easier for us and make certain of getting a reply if you make darned sure you're addressing your letter to the right person or place, so here's a guide to what to send where. Remember, we can never give personal relpies by mail, so don't even consider sending us a stamped-addressed envelope: we'll just use the stamps for writing to our mothers.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.

PAT MCDONALD, WORKBENCH, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game – whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice or you've read of a problem in Helping Hand that someone else has and you can solve, then send in the answer to win a prize!

MAFF EVANS, GAMEBUSTERS (OR GAMEBUSTERS HELPING HAND), AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, and if they're dead short there's a better chance they'll get in. Prizes for the best two each month.

LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. don't put several entries in together, or include entries with letters to any other part of the mag.

COMPETITION, AMIGA FORMAT, 29 MONMOUTH STREET, BATH BA1 2AP

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If you have a problem with companies advertising in *Amiga Format* – you're cheque's been cashed but you've had nothing or whatever – our advertising department should be able to help. Write telling them briefly about the problem and which company it concerns.

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MAIL ORDER

If you've ordered anything from the *Amiga Format* Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to them at our Somerton address or phone 0458 74011. Also, if you want to buy the Screenplay book or the Get the Most... book, this is the place to send your cheques to.

AMIGA FORMAT MAIL ORDER, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the mag catches up with you, then send the new address to Somerton.

AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm who we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.

AMIGA FORMAT JULY DISK, TIB PLC, TIB HOUSE, 11 EDWARD STREET, BRADFORD BD4 7BH.

Letters

Yes, we want to hear from you. Keep it short, sweet, funny or controversial and you could win a special T-shirt: but no-one did this month! **Letters, Amiga Format, 30 Monmouth Street, Bath, BA1 2BW.**

AMIGA FORMAT BY PHONE

You should already have noticed that for the last two months we've had a big thing on the left there telling you how to contact us by letter. If anything still isn't clear, then write to me at Letters and we'll get it sorted out. Right, now let's talk about telephones.

In the past, we've always printed in the front of the magazine that we cannot give personal advice by telephone. In a sense, this is a lie: as anyone who has ever telephoned us for advice will know, if you do call, we do our best to help you out. But there is a problem. As more and more of you read the magazine, we find that we're spending more and more time helping you out by giving advice on the phone.

It's actually getting to the stage where we are doing this for most of the working day, which leaves us no time to do our real work of putting the magazine together every month. Frankly, we're working very late nights and getting very tired. All together now – aaaaaahhh!

But - and it's a big but - we do still want to be there to help you out, so there's no question of us refusing to take calls. In fact, we're actually going to encourage you to phone. From now on, we're coming to an arrangement so that we will take calls from you, the reader, all day on Tuesdays. If you call any other day, you'll get politely told to go away and try again the following Tuesday. On Tuesday, between 10.30 and 6.00, we'll be happy to talk: provided we're not all on the phone to someone else already!

Remember, all the same, that there are many reasons why it's better to write to us. We can answer your questions a lot better in print, particularly on very techie points or intricate details of games. already, the Workbench and Gamebusters sections are there to help you out: so don't forget them!

Damien, Editor

MUSICAL JOKE

In *Amiga Format* 23 you asked about games that have been immortalised in song. How about Russ Abbot's 'classic' rendition of 'Purple People Eater'? Who can forget those superb lyrics in the chorus: "Short, fat, green feet, Just like a Space Invader". Can I have a T-shirt for that amazing piece of info?

Clive Austin, Bath

Well, congratulations on being the first to send us a correct answer to the question. It's a definite reference in the lyrics of a song to the father of all arcade games. Only a pity the song's so crap. All the same, it counts, so the T-shirt's yours. Do you want to pop in and collect it yourself, as you live just round the corner from us?

MORE MUSIC

I also found a song that contains an arcade classic. It comes from the album 'Passion Fruit' by Michael Franks and has the most depressing title: "Now that your joystick's broke". In the first line he sings "You used to be her Space Invader, Snatching her free from King Kong's choke" whatever that may mean. But a few lines on his joystick breaks, so it's a definite Game Over.

Frank Mosch, Antwerp

Yep, another definite. Not one, but two classic references: the King Kong reference is to Killer Gorilla, Donkey Kong *or whatever you want to call it: which, incidentally,*

was my Dad's fave game on the BBC. A T-shirt is on the way to Frank. Any readers got any more? Remember, games that are named after songs, like Michael Jackson's Moonwalker, *don't count: and songs that only coincidentally share the same name as a game, like Swing Out Sister's* Breakout, *don't count either.*

REPAIR HASSLE

I am writing to you as a once-happy Amiga owner: until, that is, just over a month ago when my internal disk drive developed a fault. Never mind, I thought, my machine is under 12 months old: I will simply return it to the shop where I bought it and they will send it back to FMG for repair.

That was over a month ago. After numerous calls to the shop and FMG I still have no computer. All I get is people telling me there is a problem with FMG's service. I have written a strongly-worded complaint after the shop told me they still have people waiting for a repair return since March. This has shaken my faith in Commodore's back-up service.

Mrs CM Smith
London

I must say I find this quite worrying. Has anyone else had problems with FMG? Please write and tell us.

AND MORE...

It's not in my nature to badmouth any companies, but I must make an exception this time. I purchased my Amiga a few years ago from Gordon Harwood. They were very helpful, quick and efficient and I would recommend them to anyone. They offered advice and even sent me a virus killer free of charge when I was infected with the *Lamer Exterminator*.

When my warranty expired, Commodore rang me and asked if I would like two years' extended warranty at £50. This seemed like a bargain as companies normally charge this for a single repair. Of course I agreed, sent a cheque and even received some free games for my trouble.

All was well until my Amiga went wrong. The Commodore National Repair Centre is run by FMG, who refused to pick my Amiga up from my house and would only pick up from a business address. But hang on, it's my home computer! No, sorry, only a business address.

So it was picked up from my Mum's work address - I work for the MOD, so it wasn't really practical to ask the guards to look after it for me. It was returned much later than the 7-11 working days they said. I got it home and, guess what?, the same fault.

Since then it's gone back again after they replaced the motherboard twice more, and I'm writing this by hand because I sent it back for a faulty internal clock which they said they replaced.

I'm not telling readers to avoid the National Repair Centre, but to ask around for the best service before signing that form for extended warranty.

Anonymous

Computers are especially prone to the trickiest of all electrical problems, the intermittent fault: so it's often difficult for anyone to make prompt repairs. All the same, I think we ought to expect a better service from the National Repair Centre. Now, I don't think two letters is proof of a problem: but if anyone else has had trouble with FMG's service, I would like to hear about it. I would also like to hear FMG's views on this subject, before they get a reputation...

FLIGHT CONTROL

In AF21 on Page 93 Trenton Webb reviewed a program called Tower FRA from Thalion. Since I am very interested in that particular program and cannot find a software supplier who has even heard about it, can you tell me where I can get hold of it?

Hand De Zutter, Ostend

Try writing to Active Sales and Marketing who handles Thalion in the UK. They live at Unit 4 , Acton Hill Mews Business Centre, 310 - 328 Uxbridge Road, Acton Hill.

SICK AS A PARROT

I am very interested in football games. The best game I have is *Kick Off 2*, which I am very pleased with. I would, however, like to buy a management game with realistic tables, promotion, finances etc. Which do you think is the best on the market at present?

GW Crossley,
Roberttown Village

It sounds like Player Manger *from Anco should be the ideal management simualtion for you. Designed as supplement to the original* Kick Off *, PM won a Format Gold back in AF10 and then retailed at £19.95.*

RUDE HEALTH

I think that the letter about Maff's review of *Viz* was a bit harsh. Some language is bad, but *Viz* is associated with this, and the language makes the review funnier. I agree also that children use and hear bad language all the time.

The letter from Mrs Williams was in my mind too hasty because *Viz* is now rocketing up the charts and it seems that the crude jokes are what actually sells the game.

Paul Baker, Hayling Island

Suffice to say that there are certain words we won't be using in Amiga Format *again.*

GREENS ...

I would like to add my support to the opinion voiced by Martin Power in your July issue. It is, I feel, rather sad that we should consider it neccessary to waste paper simply to make a product "more appealing".

Like many people, I buy much of my software by mail order, in which case the size of the box is immaterial. Perhaps games could be supplied in a zip-lock bag with just a cardboard inlay. It appears to me that everyone concerned would benefit from this and, you never know, we might save a few trees into the bargain.

David Glynn, Newcastle

... AND MORE GREENS

I would like to add my pennyworth to all those who are 'green' (I myself am bio-degradable). Congratulations must go to the '16-bit Pocket power Collection' for their packaging. At last someone is packing a disk in a way that sells the product without excess box space. I admit there is no manual included, but neither is there with a lot of other programs.

D Coathup, Rock Ferry

It may interest you to know that the software manufacturers and the major retailers – people like WH Smith and John Menzies – are in the process of trying to standardise the various sizes of packaging so that they are not as diverse and confusing as they are currently. Perhaps this is the right time for you, the consumer, to put pressure on them to consider reductions all round. But these people will be the most difficult to convince that they will not lose out if packaging is made less attractive and enticing. It's a concept known as 'perceived value'. If you get a game in a big, smart box with a glossy manual, you're supposed to think it's a better deal than a mere plastic pack and so you'll be keener to buy it.

SEX CRIME

Every so often I buy a computer magazine and groan to find the "whinging femmies" had infiltrated it to have a good moan. However, I am horrified by the results of your readers survey which states that a mere three per cent of your readers are female. Only three per cent!!!!! That's outrageous!

I would just like to state that a magazine with the kind of circulation that *Amiga Format* has must reflect the overall picture and if the disparity between the sexes really is as great as you say then I think this is not just tragic, but verges on the disastrous for the Amiga community.

William Mobberley, Wallington

I'm not sure the situation is quite as bad as it first appears. I've noticed a substantial quantity of letters, competition entries and the like from female readers over the last few months. but let's face it, computing is a male-dominated thing. What I'd really like to know is why. I think less women buy and use Amigas. Why is that? Views from our female readers would be particularly appreciated.

SUPERNATURAL!

Thank you! Thank you, oh lord of Amiga magazines, thank you ... etc. Awakening in a state of depression, after recently destroying my copy of *Archipelagos* with the Amiga owner's worst nightmare - coffee! aaargh! – I went to the newsagents to pick up my copy of *Amiga Format*. I dug deep into my pockets (and you wouldn't believe how deep they are) and pulled out some bread: then I put it back and pulled out some money instead and bought the magazine. I just couldn't believe the coincidence: it's a miracle!

M Capon, Southall

Hmm. Another problem solved by our almost mystical powers!

STOP IT!

If there's one thing that bugs me about games, it's the ending! After lashing out 30 quid on a game and then spending hours and hours completing it, only to find some stupid message saying "Well done!", the only thing to do is head-butt the wall, scream loudly and complain.

Philip Young

One problem , of course, is memory: most of the limited amounts of this are better spent on the gameplay. But has anyone seen a game ending they particularly liked, or of a particularly good idea for a grand finale?

WANTED!

YOUR HONEST OPINION OF AMIGA FORMAT – SO WE CAN MAKE IT EVEN BETTER!

This questionnaire helps us monitor what you, our readers, think of AMIGA FORMAT and keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!

1. Which equipment do you own?

❒ A500 ❒ A1000 ❒ A1500 ❒ A/B2000
❒ Extra RAM ❒ Hard drive
❒ Atari ST ❒ Commodore C64 or C128
❒ Sega console ❒ Nintendo console ❒ PC
❒ Amstrad CPC ❒ Spectrum ❒ Other

2. How do you rate AMIGA FORMAT in terms of value for money?

❒ Excellent value
❒ Good value
❒ Reasonable value
❒ Poor value
❒ Rip-off

3. How much does the cover of this issue appeal to you?......................./10

4. How much does this issue appeal to you overall?................................/10

5. How does it compare with previous issues you've seen?

❒ Much better
❒ Slightly better
❒ The same standard
❒ Slightly worse
❒ Much worse

6. Please rate out of ten this and any other computer magazines you read regularly:

AMIGA FORMAT ..../10
..../10
..../10
..../10

7. What is it you like most; and then least about this issue?

I most like ....
....
....

And I least like ....
....
....

■ You don't need a stamp.
Simply return to:– Reader Survey, AMIGA FORMAT, Future Publishing Freepost, Avon, Bath BA1 1XY

ADVERTISERS INDEX

Random Sample

A perfidious little concoction of excreta from the month in which AF25 was levered into place.

Soundtracks

VIOLENT FEMMES
"WHY DO BIRDS SING"
INDIGO GIRLS
"NOMADS INDIANS SAINTS"

THEME

Moving: the Amiga Format team is about to shift to a new office, saturated with real daylight but severely short on space. Anyone out there want to come to an office-warming party?

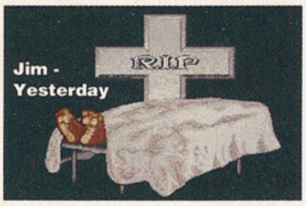
Who Said That? 5

To win a special *Amiga Format* T-shirt, identify the quotation on the Contents pages and send an accurate, amusing or imaginative description of where it comes from to Who Said That? 5, *Amiga Format* at our Bath address before August 12.

Who Said That? 3

The quote on the Contents page of Issue 23, "There are dreams, there is reality, and between them lie the doors of perception," is from Aldous Huxley. It also forms the title of his book on drug experimentation. Lots of people were taken by the hype for the movie The Doors and thought that Jim Morrison said it first: but he didn't. He just pinched it to name the band after. Closest to the truth was David Burke of Spalding, who gets a very spesh Amiga Format T-shirt.

David also points out the following: "The title of Huxley's book is derived from a line in William Blake's Marriage of Heaven and Hell: 'If the doors of perception were cleansed, everything would appear to man as it is, infinite.' Moreover, Morrison was fond of quoting



Spot the Shot 2

Naturally the screenshot was from EA's excellent *PGA Tour Golf*: the winner is Nia Connelly of Rhyl, who will receive a special *Amiga Format* T-shirt soon.

Spot the Shot 4



Win a special limited edition *Amiga Format* T-shirt by identifying the game that this is a small portion of and sending the answer on a postcard to Spot the Shot 4, *Amiga Format* at our Bath address before August 12.

BUZZ!

Deluxe Paint 4. We wouldn't normally pick an Amiga-related Buzz, but this is something special. Read the exclusive review and use the program yourself on the Coverdisk, next month with Amiga Format.

N E X T M U N F F

It's a biggie! The hottest non-games software release of the last two years! The exclusive first review of *Deluxe Paint 4*, plus an almost-complete useable version of the program as a demo on the Coverdisk – only with *Amiga Format*. Plus much, much more, including a look at how music for games is made with Renegade. Track it down at your newsagent from August 8, or better still, see below for how to reserve your copy.

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Please reserve ____ copy/copies of of *Amiga Format*:

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***Amiga Format* always sells out. Wherever you live, you may already have been through the awful experience of trekking round all the newsagents in town without being able to find a copy. We just can't keep up with demand: we are, after all, far and away Britain's biggest-selling Amiga magazine.**

And of course Issue 26 is bound to sell like hot cakes with its *DeluxePaint 4* demo on the Coverdisk. The best way to make sure you get your sticky mitts on this exciting issue is to cut out or photocopy the coupon on the right, fill it in, take it down to your newsagent and make sure he saves you a copy. Don't forget!

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AND GET A SPECIAL GIFT!

There's one way you can be sure to get your copy fresh off the presses every month, and that's to subscribe to *Amiga Format* for the next year. Think about it: 12 issues of *Amiga Format* delivered straight to your door, a free special extra subscriber's bonus of a game or some serious software, plus the two double-disk issues of *Amiga Format* at no extra cost to you! You know it makes sense! Turn to Page 152 NOW!

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WHY THE ANGELIC SMILE?
"STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"
BECAUSE PEOPLE SEEM TO LIKE ME!
THE One 93%
"Experience a complete virtual reality, inside your computer."
88% AMIGA POWER
"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."
ZERO HERO
"With excellent graphics and acres of game play CYBERCON III plunges you into the heart of a defence complex – GREAT STUFF!"
93% CU AMIGA
"A stunningly detailed virtual reality. If you're after the definitive 3D experience, this is where to find it."
1 ST ACTION A1 RATED 87%
"Cybercon is a game that will entice beginners and keep hardened gamers happy for a long time."
"A stunning game... Incredible 3D, which is fast and smooth moving."
90%
FORMAT AMIGA GOLD
AMIGA FORMAT
COMPUTER +video GAMES 87%
"This is the most involved 3D game I've ever seen."
91% AMIGA ACTION
"Assembly Line and Ricardo Pinto have done an excellent job on the storyline and game – you're guaranteed hours of fun playing this game – EXCELLENT!"
AVAILABLE ON:
ATARI ST
AMIGA • IBM
RELEASE DATE:
WEEK COMMENCING
20/05/91
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